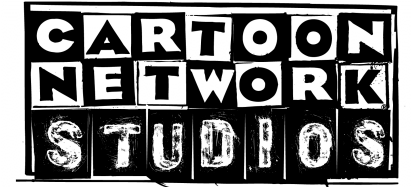




“Gold Stars” 1025-179 Design Board



Date 03/24/14

☒ Board Team Final

☒ Network Approval Board

☒ Record Board

☒ Animatic Scan Board

☒ Conformed Board

☒ Design Board 03/24/14

☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Somvilay Xayaphone
& Seo Kim

ADVENTURE TIME



Sc. Pnl. Bg. day night

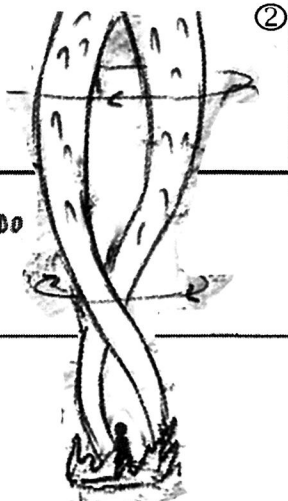
Sc. 01 Pnl. A Bg. day night

Dialog:

Action: - PAN DOWN

- STOP PAN
- A CLOAKED FIGURE STANDS AT THE BASE OF TORNADO

Timing:



EPISODE # 1025-179
STOP

Production :

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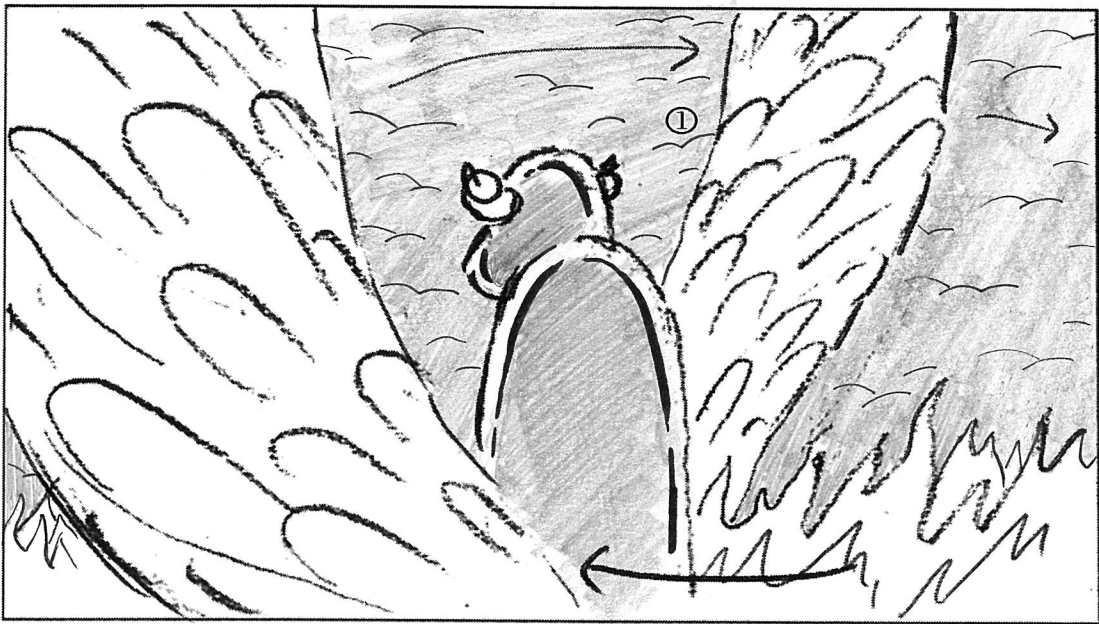
ADVENTURE TIME



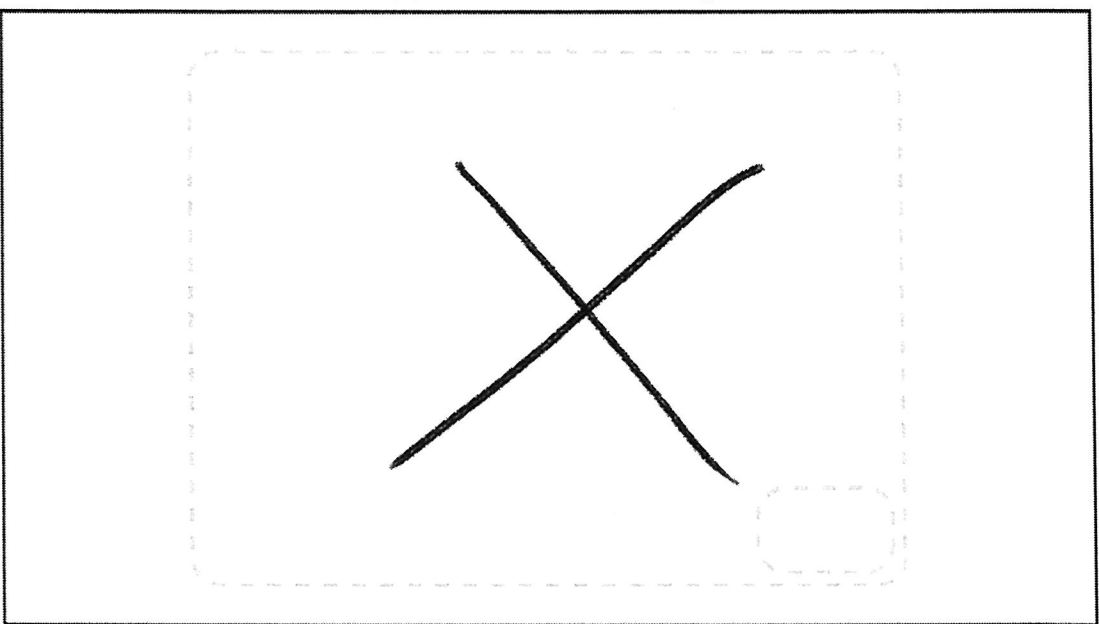
Next Pg. 4

Page 2

Sc. 02 Pnl. A Bg. day night



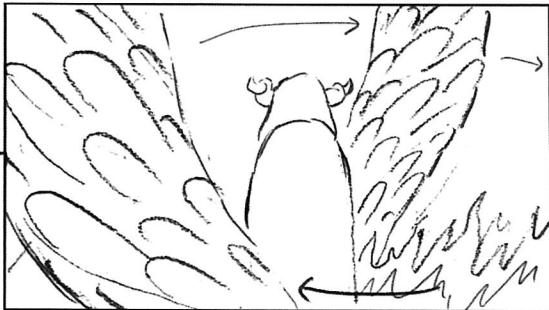
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



1025-179

EPISODE #

Production :

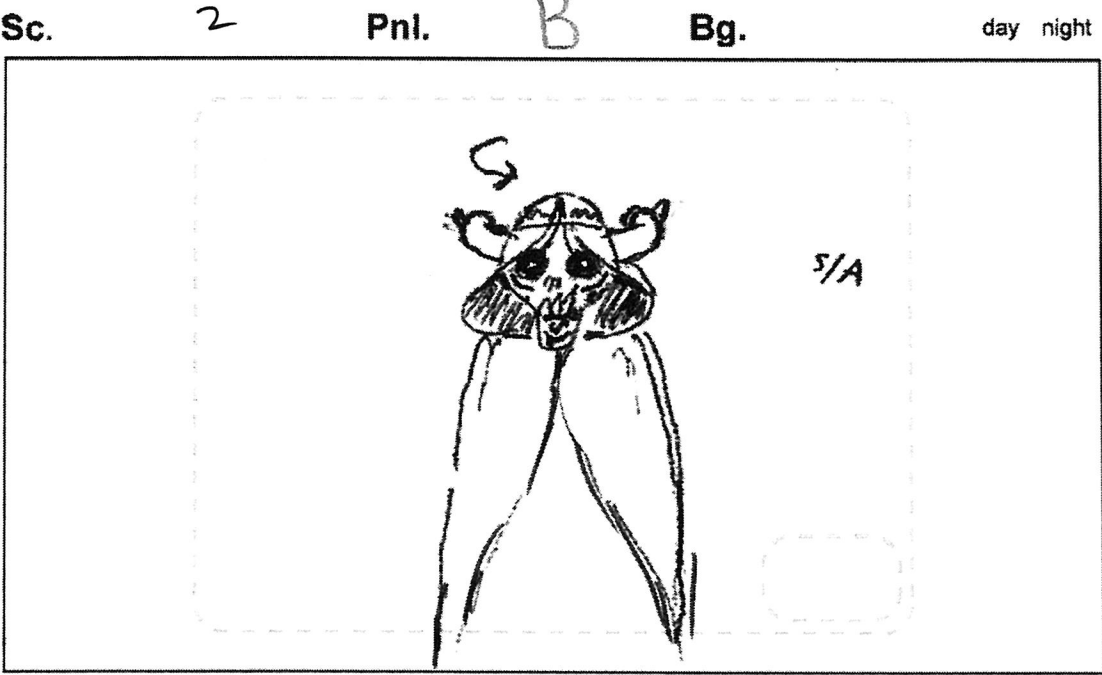
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ADVENTURE TIME



No Pg. 03

Page 04



Dialog:	LILY : HORRIFYING GHASTLY SCREAM →
Action:	- THE LILY TURNS FORWARD, LOOKING STRAIGHT INTO CAMERA
Timing:	

EPISODE # 1025-179
Production :

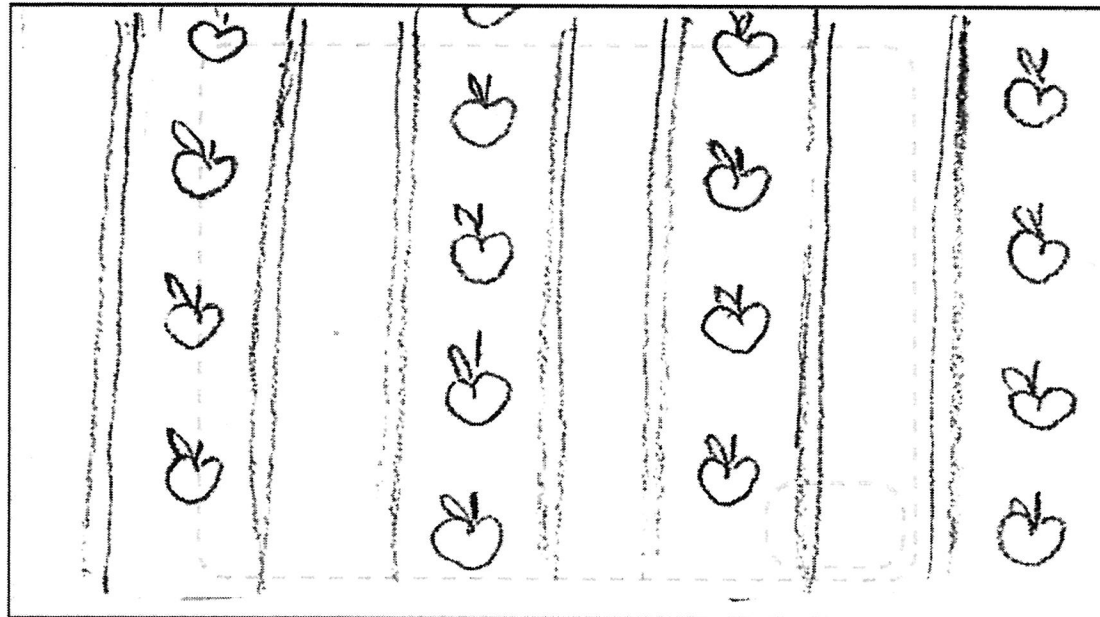
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ADVENTURE TIME



Page 05

Sc. 04 Pnl. A Bg. day night



Sc. 04 Pnl. B Bg. day night



Dialog:
SFX : CUT TO SILENCE

Action:

Timing:



S.P: AAAAAHH→

- SP SITS UP ABRUPTLY, CLUTCHING BLANKET

1025-179

EPISODE #

Production :

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ADVENTURE TIME



No Sc. 5

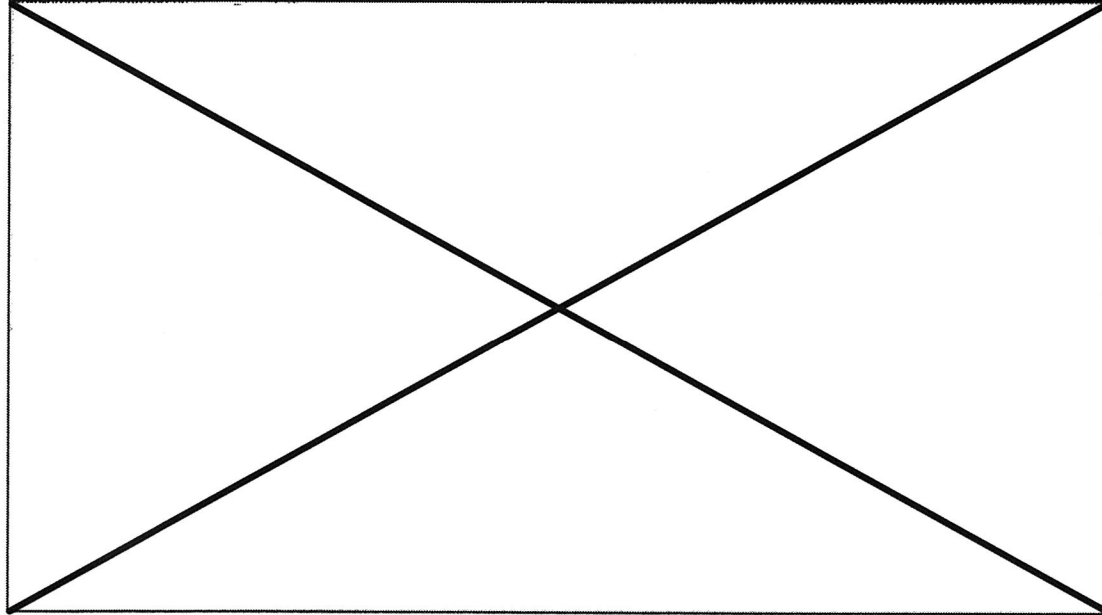
Page 06

Sc.

Pnl.

Bg.

day night



Sc.

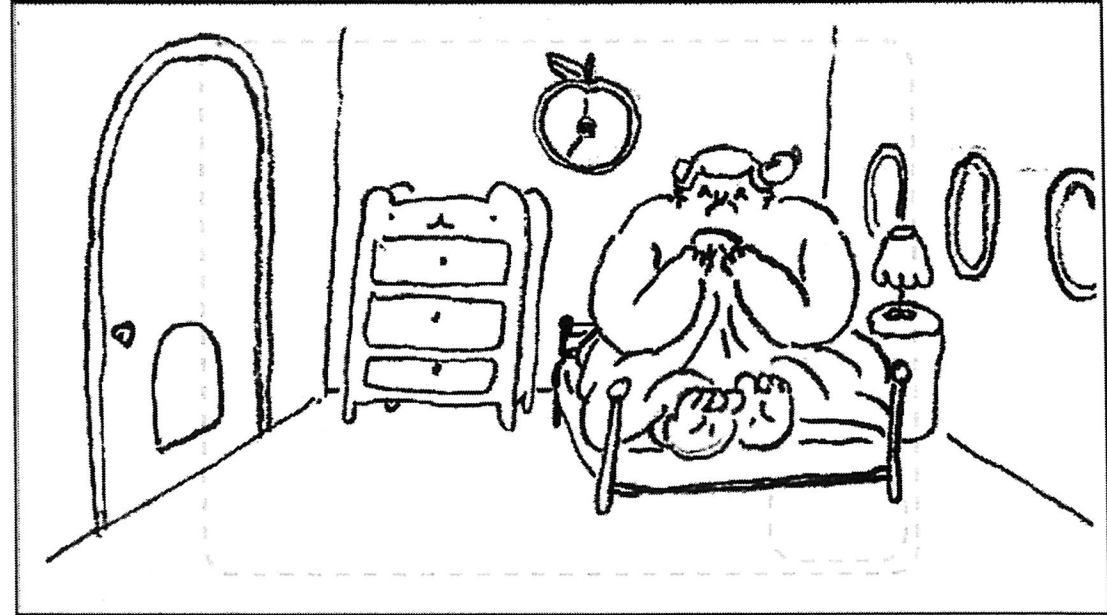
6

Pnl.

A

Bg.

day night



Dialog:

TT/ Hold on Sweet P. Trunks.

Action:

Timing:

1025-179

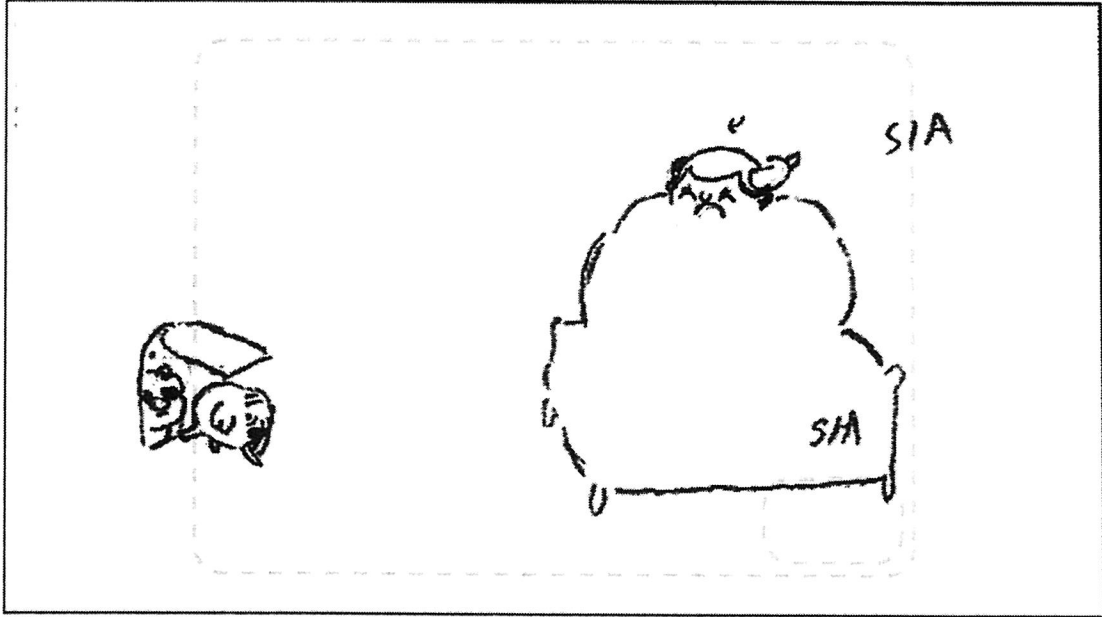
EPISODE #

Production :

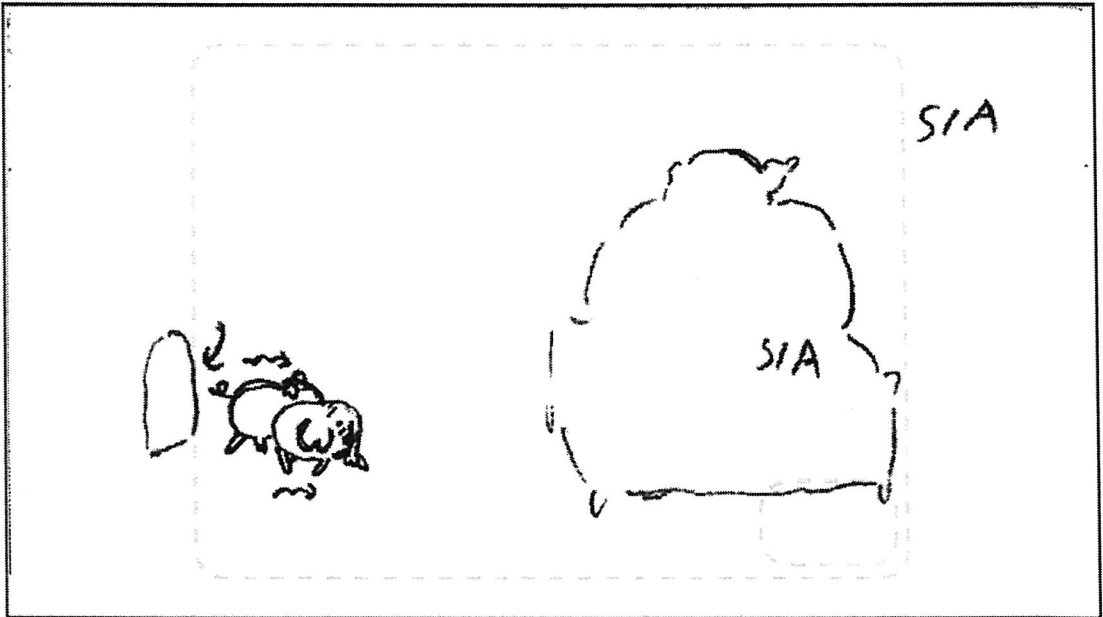
ADVENTURE TIME



Sc. 06 Pnl. B Bg. day night



Sc. 06 Pnl. C Bg. day night

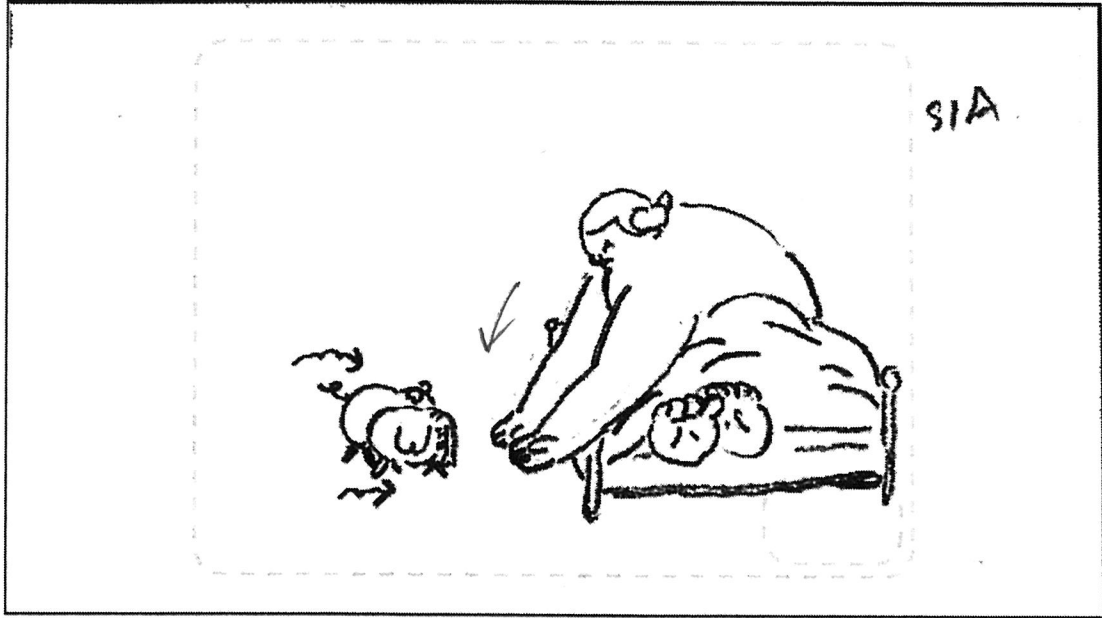


Dialog:	TT: WE'RE COMIN'	
Action:	- TT AND MP ENTER THROUGH THE "CAT DOOR"	- WALK TOWARD SP
Timing:		

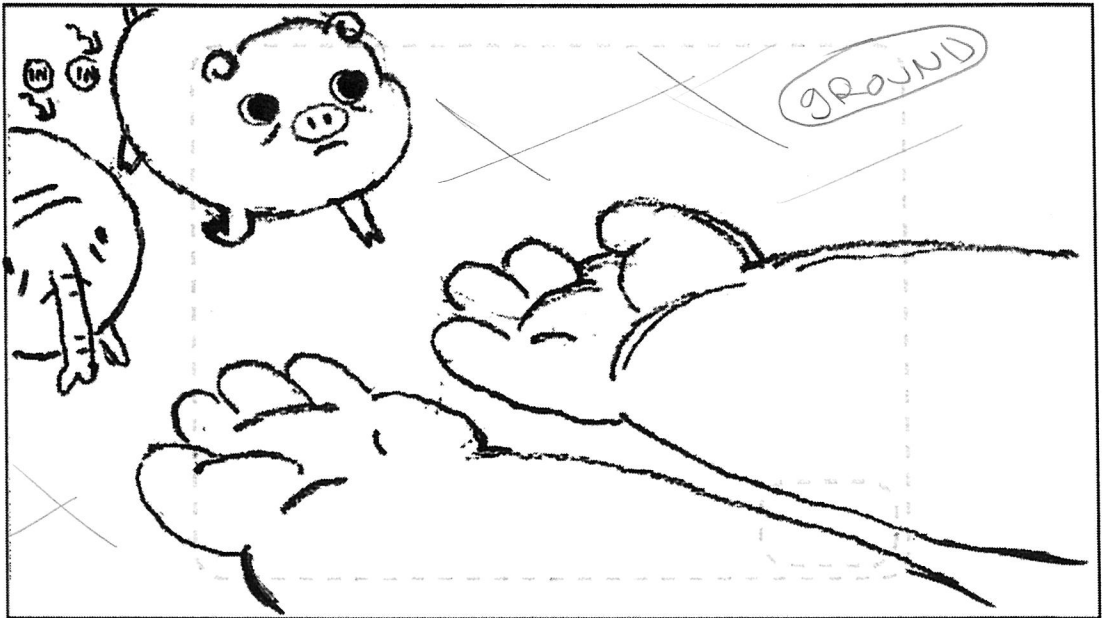
ADVENTURE TIME



Sc. 06 Pnl. 1 Bg. day night



Sc. 07 Pnl. A Bg. day night



Dialog:	
Action:	- SP LEANS TOWARD TIMP, EXTENDING HIS HANDS
Timing:	- TIMP WALK ON/4

1025-179

EPISODE #

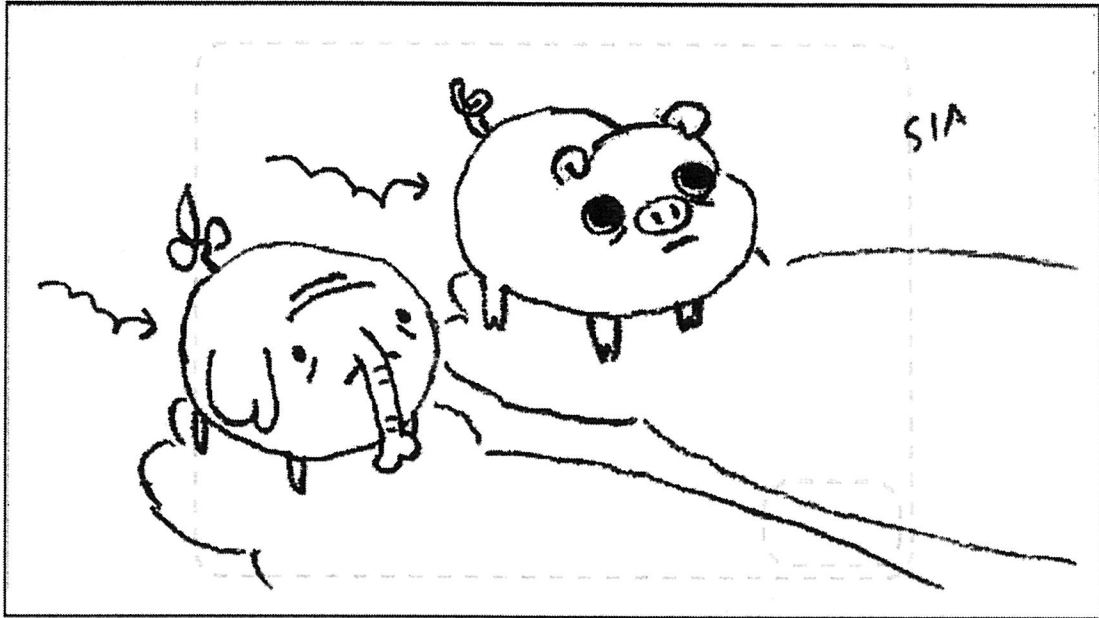
Production :

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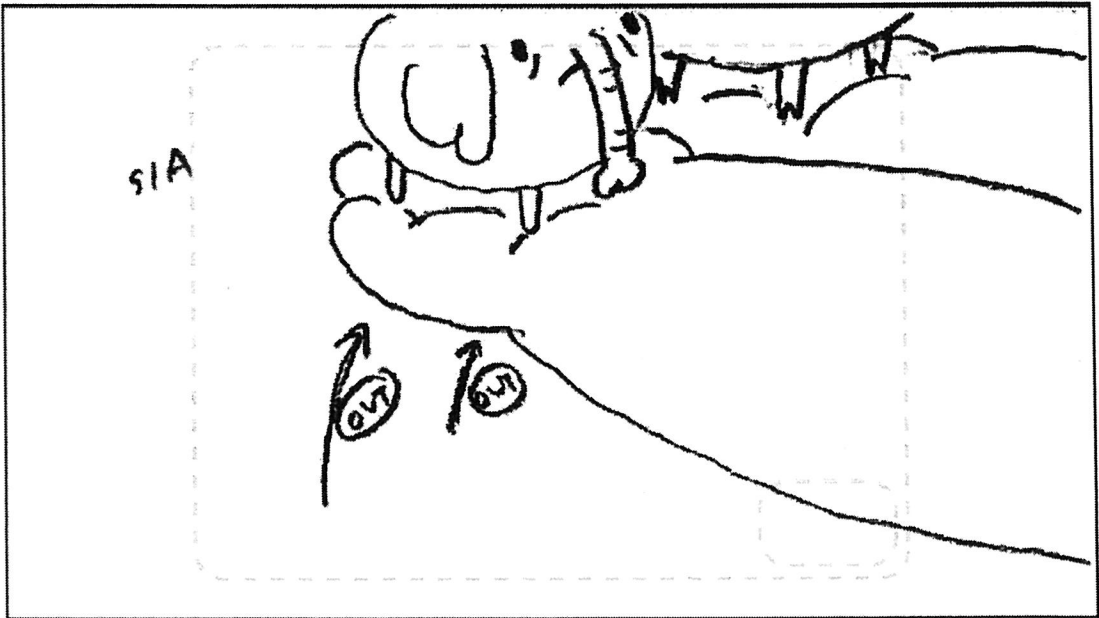
ADVENTURE TIME



Sc. 07 Pnl. B Bg. day night



Sc. 07 Pnl. C Bg. day night



Dialog:	
Action: - TT + MP WALK ONTO SP'S PALMS - SP LIFTS THEM OFF/IS	
Timing:	

EPISODE # 1025-179

Production :

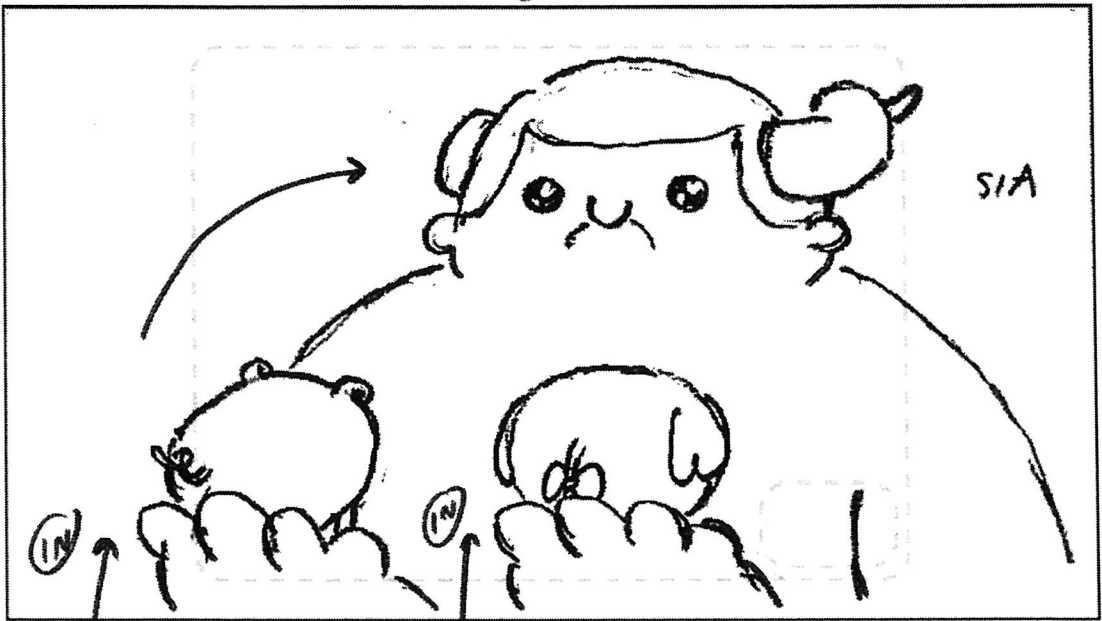
ADVENTURE TIME



Sc. 08 Pnl. A Bg. day night



Sc. 09 Pnl. B Bg. day night



Dialog:

Action: -SP SITS UPRIGHT, HOLDS UP TP+MP AND LOOKS AT TP+MP WITH WATERY EYES

Timing:

1025-179

EPISODE #

Production :

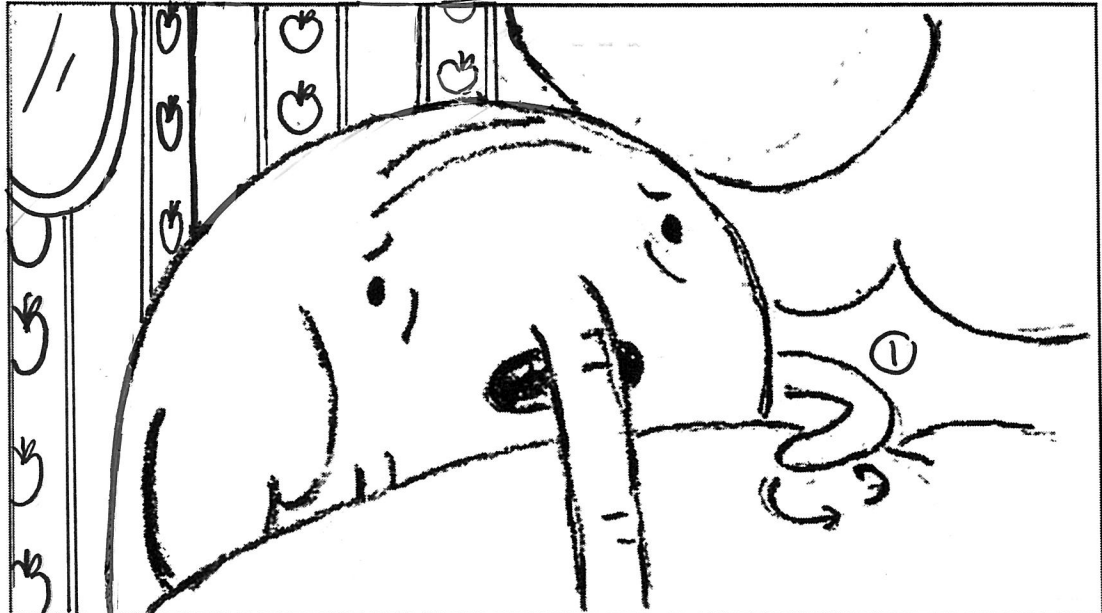
ADVENTURE TIME



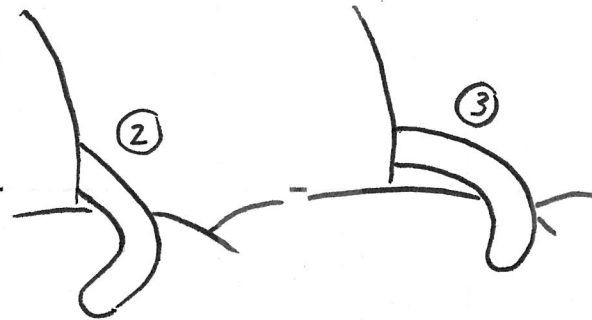
Sc. 08 Pnl. C Bg. day night



Sc. 09 Pnl. A Bg. day night



Dialog:	SP : (WHIMPER)	TT: THERE THERE SWEET P.
Action:	- SP NESTLES THEM ON THE SIDES OF HIS FACE/NECK, TEARS UP	- TT TENDERLY RUBS SP'S SHOULDER
Timing:		



EPISODE # 1025-179

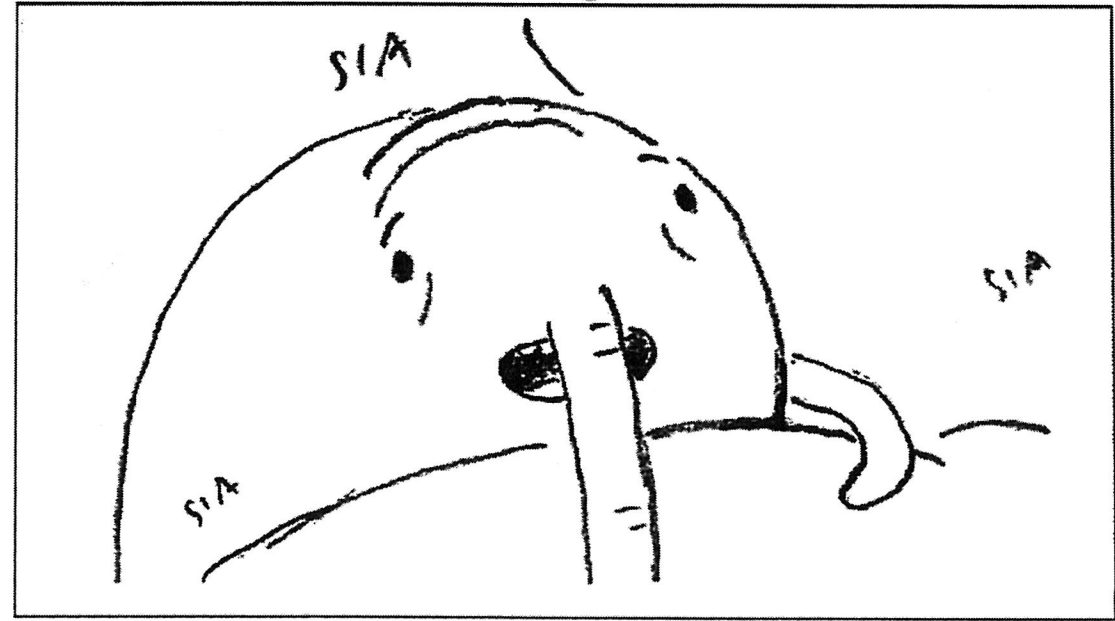
Product

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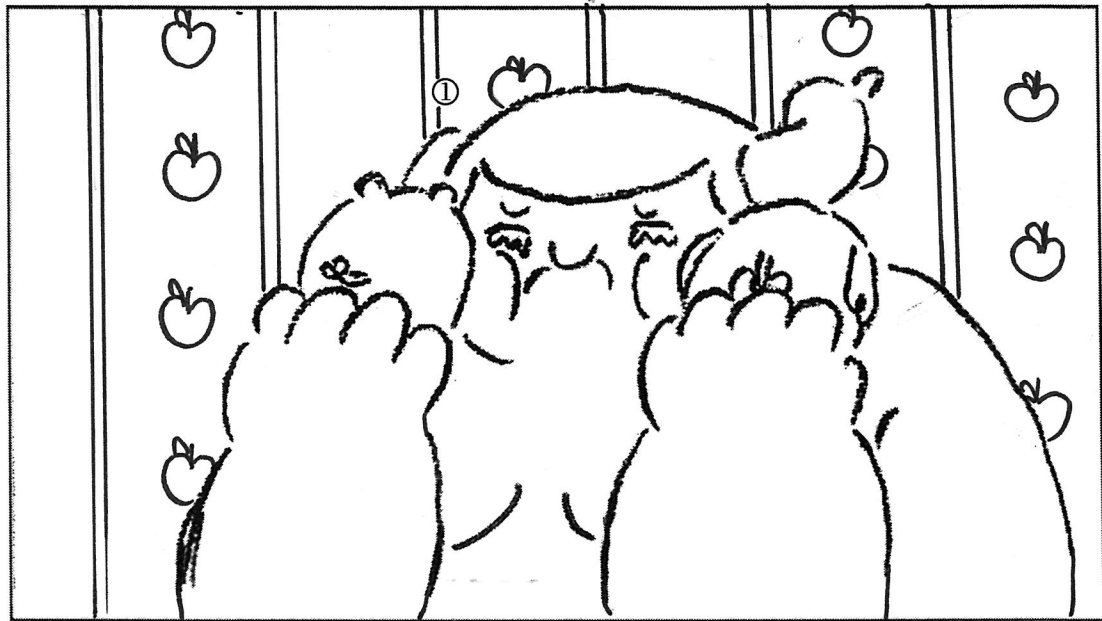
ADVENTURE TIME



Sc. 29 Pnl. B Bg. day night



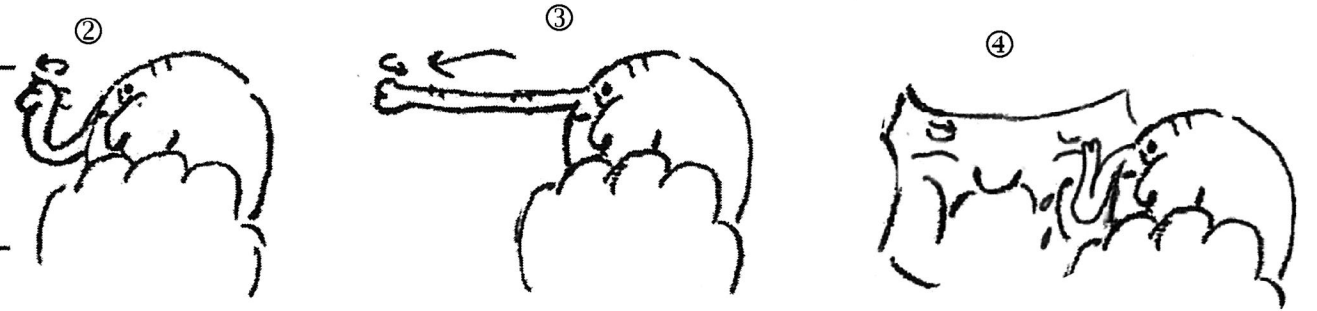
Sc. 10 Pnl. A Bg. day night



Dialog:
II: IT WAS JUST A DREAM.

Action:
-TT WIPES AWAY SI'S TEARS

Timing:



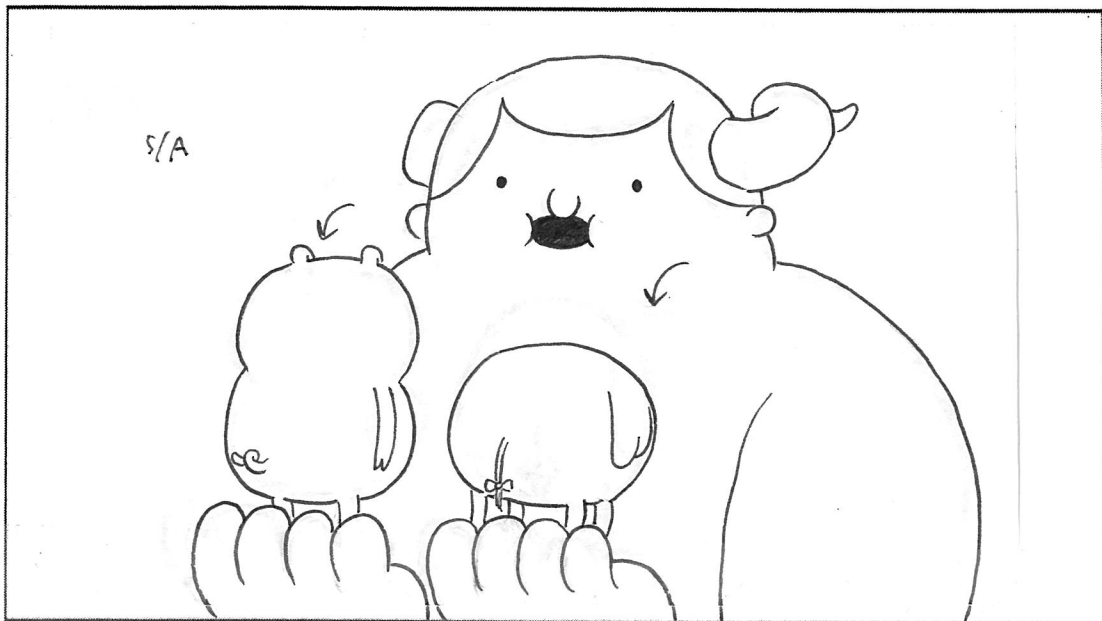
EPISODE # 1025-179

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ADVENTURE TIME




Sc. 10 Pnl. B Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:	S.P.: JUST A DREAM	M.P.: THAT'S MY BRAVE LITTLE BOY
Action:	-SP PULLS BACK TT+MP OFF OF HIS FACE	
Timing:	 SP	

EPISODE # 1025-179
Production :

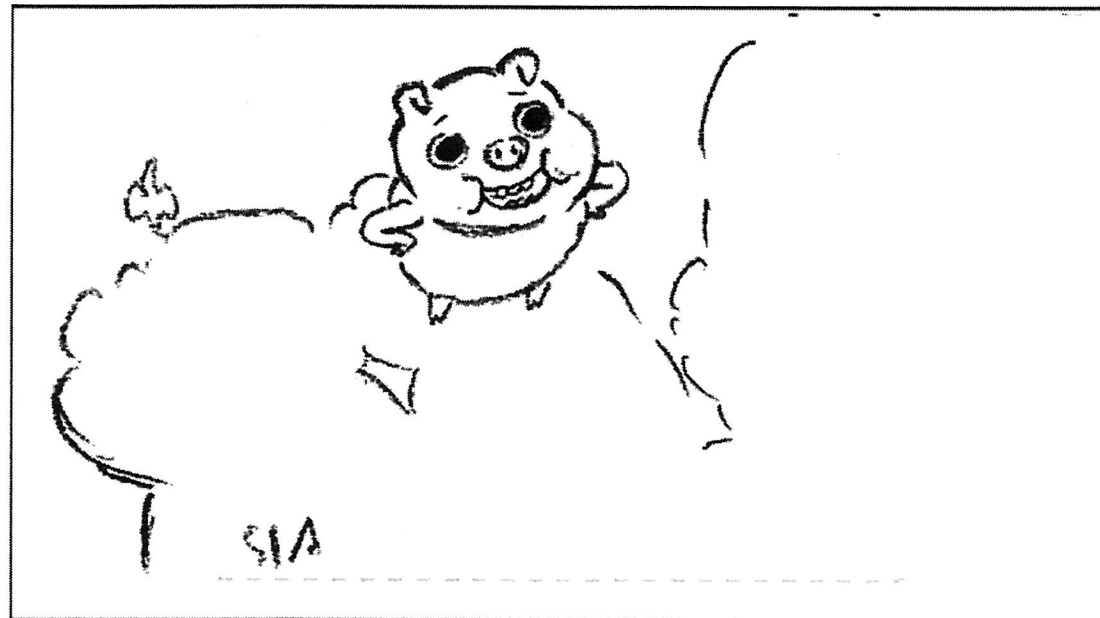
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ADVENTURE TIME



Page 14

Sc. 11 Pnl. B Bg. day night



Sc. 11 Pnl. C Bg. day night



Dialog:

MP: NOW YOU
BETTER GET
DRESSED...

MP: TODAY'S YOUR FIRST
DAY OF SCHOOL!

Action:

- PIG PUTS HANDS ON HIPS.

Timing:

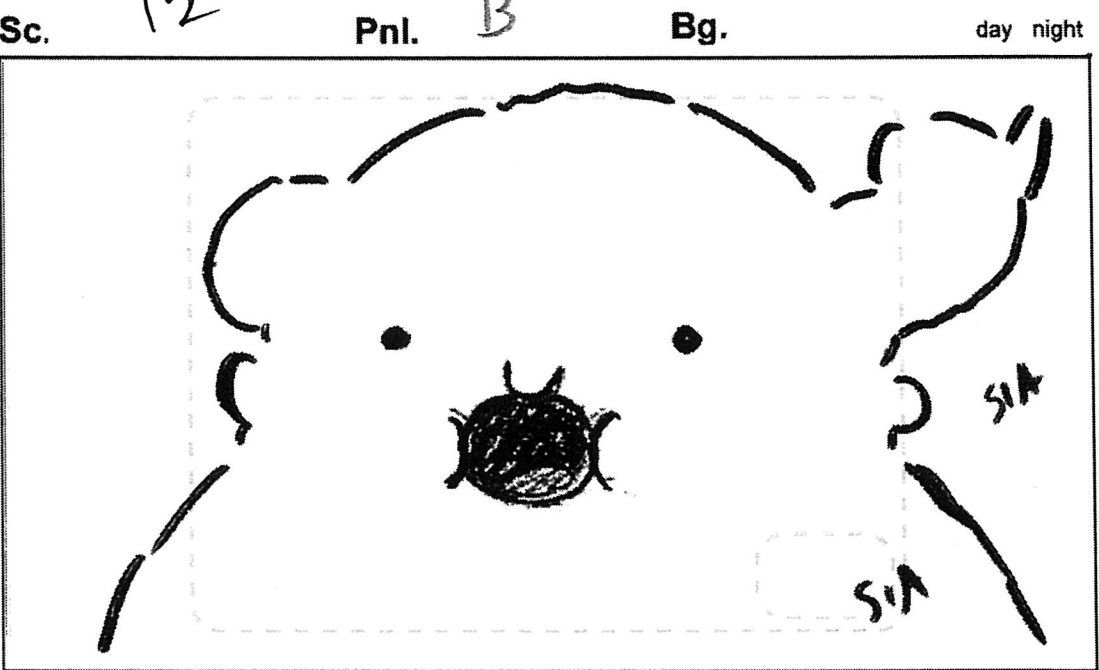
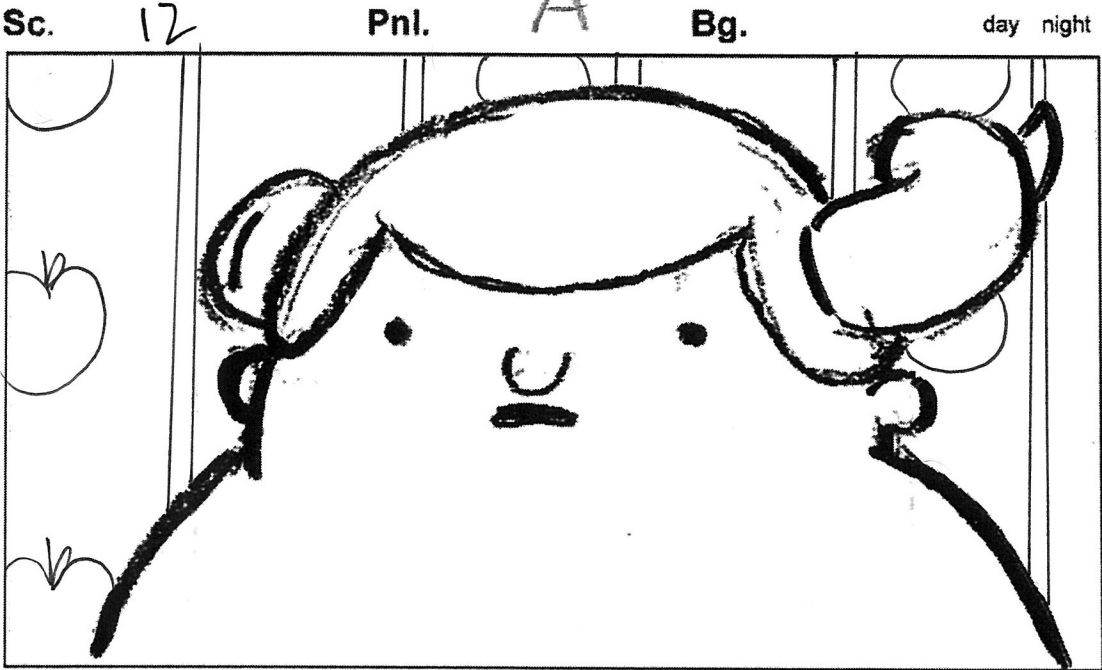
Production :

EPISODE #

1025-179

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ADVENTURE TIME



Dialog:	<u>SP</u> : (SLOW INHALE)
Action:	
Timing:	WIFE

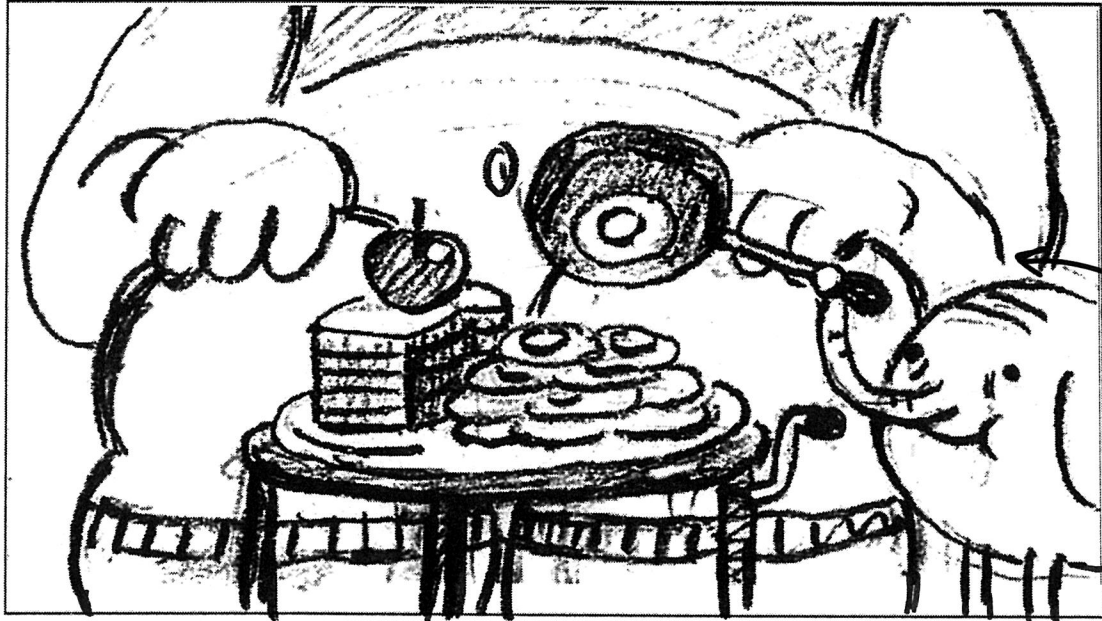
EPISODE # 1025-179
Production :

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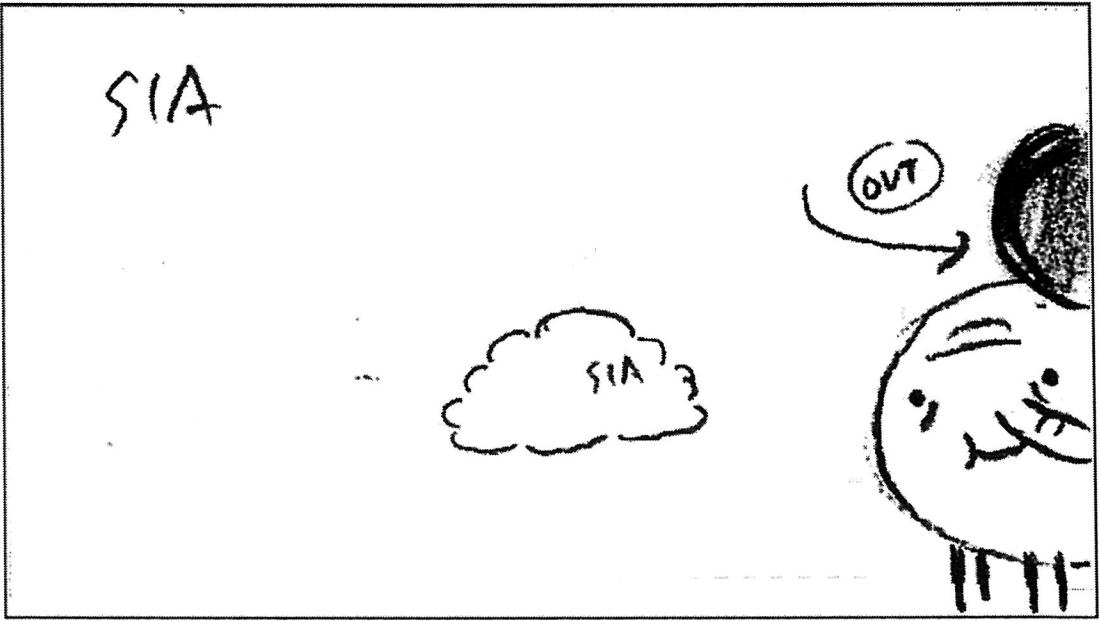
ADVENTURE TIME



Sc. 13 Pnl. A Bg. day night



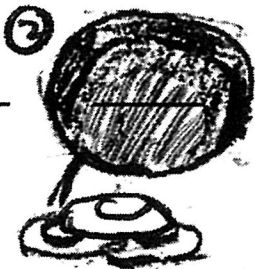
Sc. 13 Pnl. B Bg. day night



Dialog: SFX : (CLINK)

Action: -TT SLIDES AN EGG OFF OF A FRYING PAN ONTO A HEAP OF EGGS ON A HUGE BREAKFAST PLATE -TT PLACES PAN OFF/S

Timing:



EPISODE # 1025-179 Production :

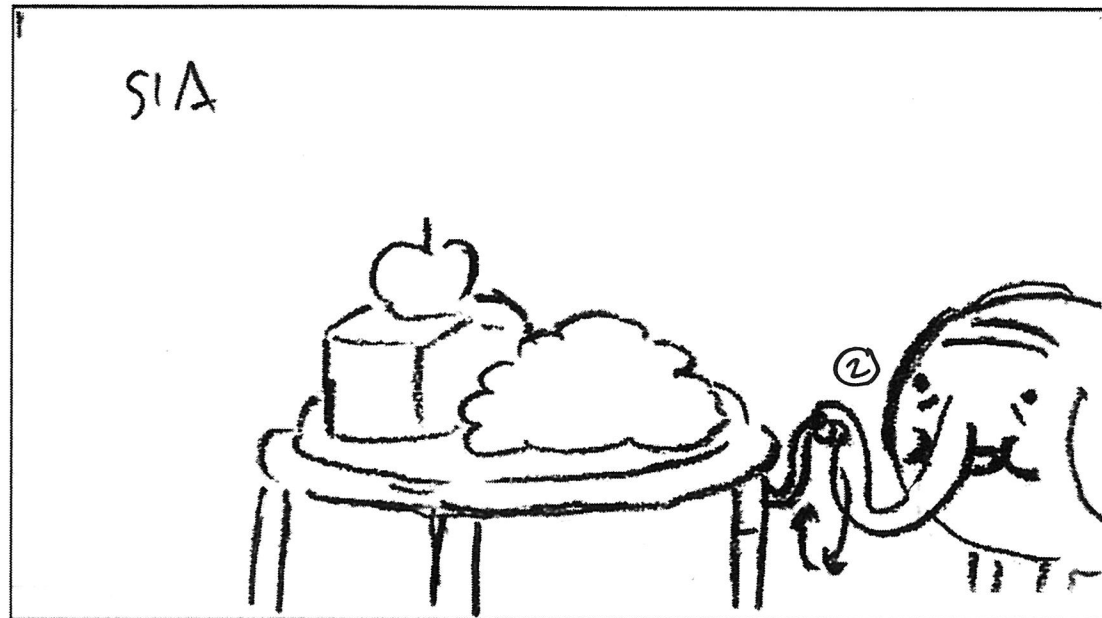
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ADVENTURE TIME

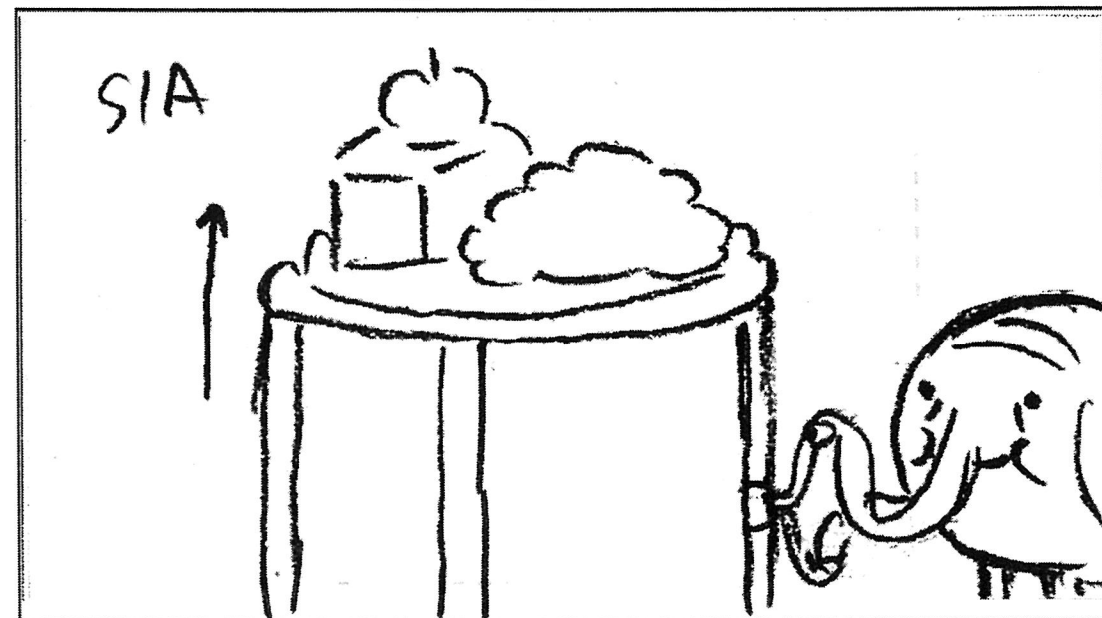


Page 17

Sc. 13 Pnl. C Bg. day night



Sc. 13 Pnl. D Bg. day night



Dialog:

II : NOW EAT UP

SFX: * CRANKING *

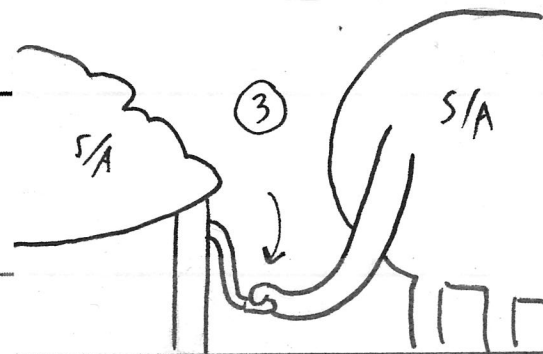
Action:

— II STARTS TURNING A CRANK ON THE TABLE

— TABLE LEGS BEGIN TO EXTEND, PUSHING THE TOP UPWARD



CYCLE ②, ③, ②, ③ etc.



1025-179

EPISODE #

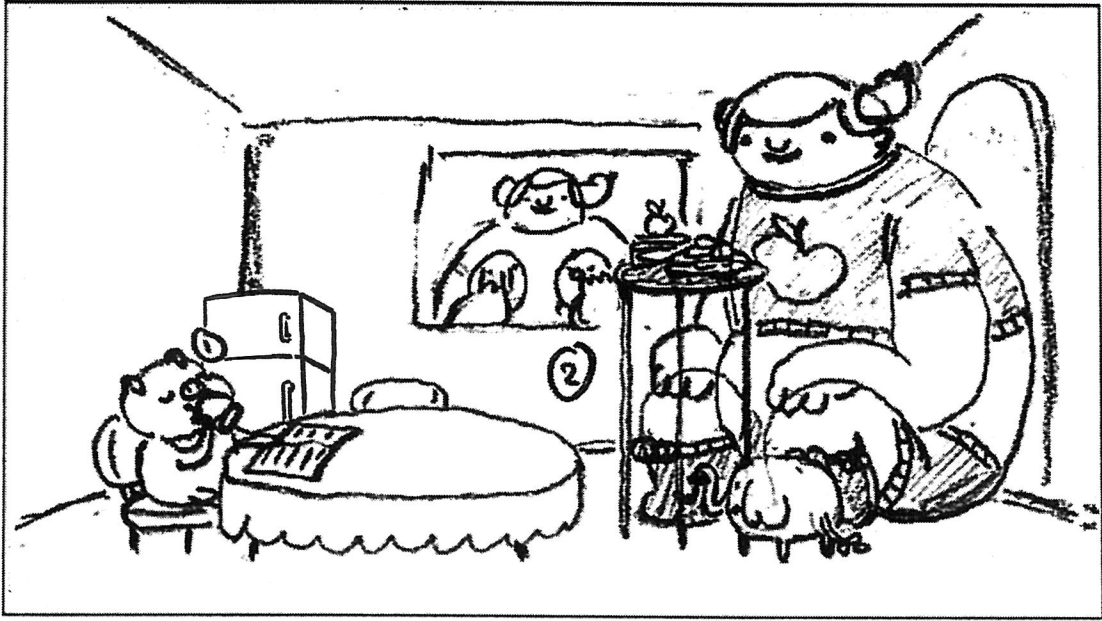
Production :

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ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



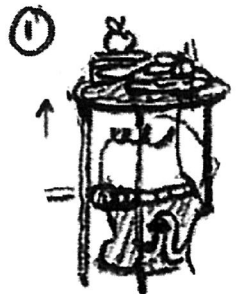
Sc. 15 Pnl. A Bg. day night



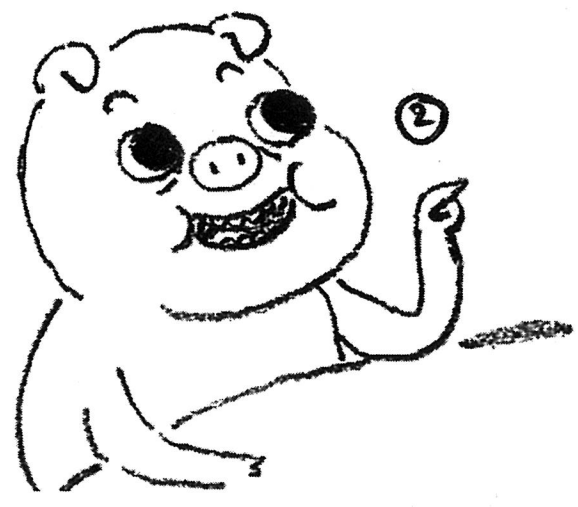
Dialog: SP/ Yummm!

Action: -TABLE RISES UP TO SP'S LEVEL, STOPS

Timing:



MP. THAT'S FUEL YOU'RE GONNA NEED LATER ->



1025-179

EPISODE #

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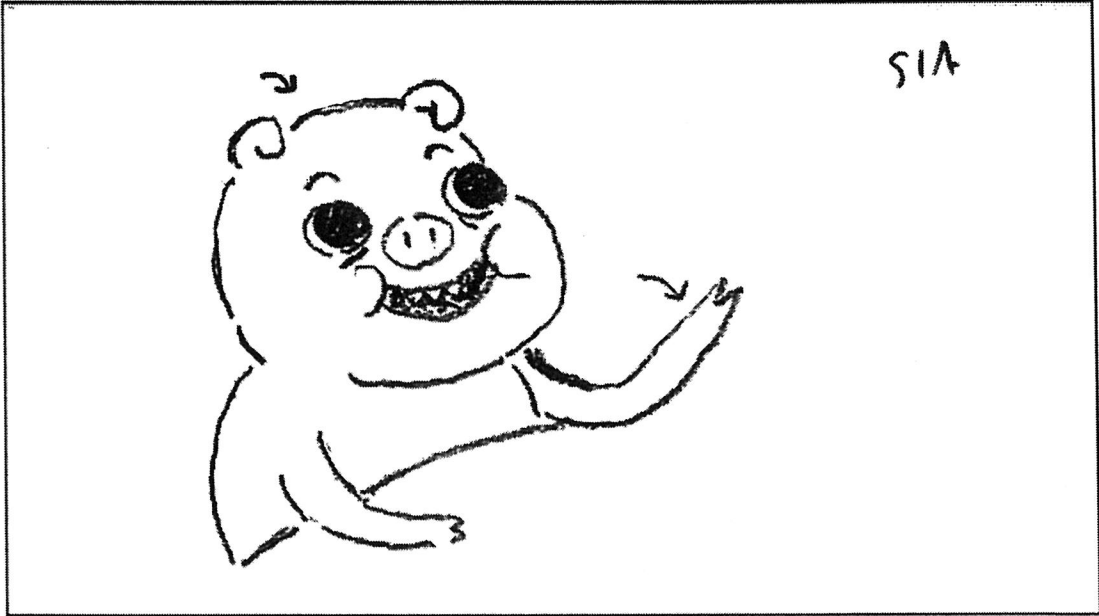
ADVENTURE TIME



Sc. 15 Pnl. B Bg. day night



Sc. 15 Pnl. C Bg. day night



Dialog:	MP: TO SUAK UP AAAAAAALL =>	MP: THE EDUCATION.
Action:		
Timing:		

EPISODE # 1025-179
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 15 Pnl. D Bg. day night

SIA

Dialog:

Action:

Timing:

SFX: *SLAP*

- PIG SLAPS TABLE

EPISODE # 1025-179

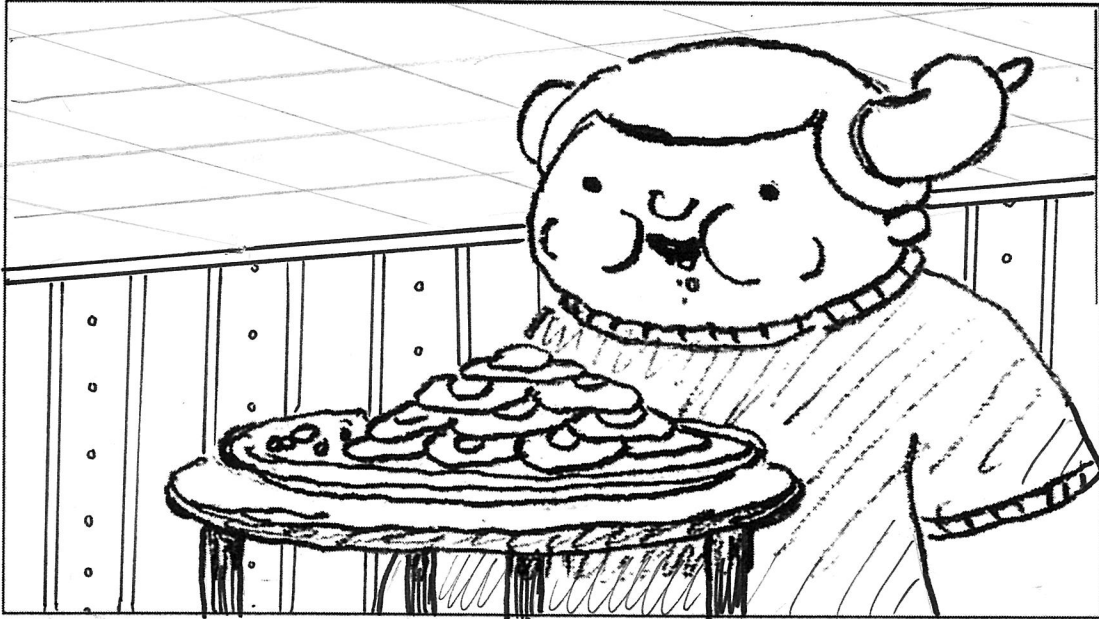
Production :

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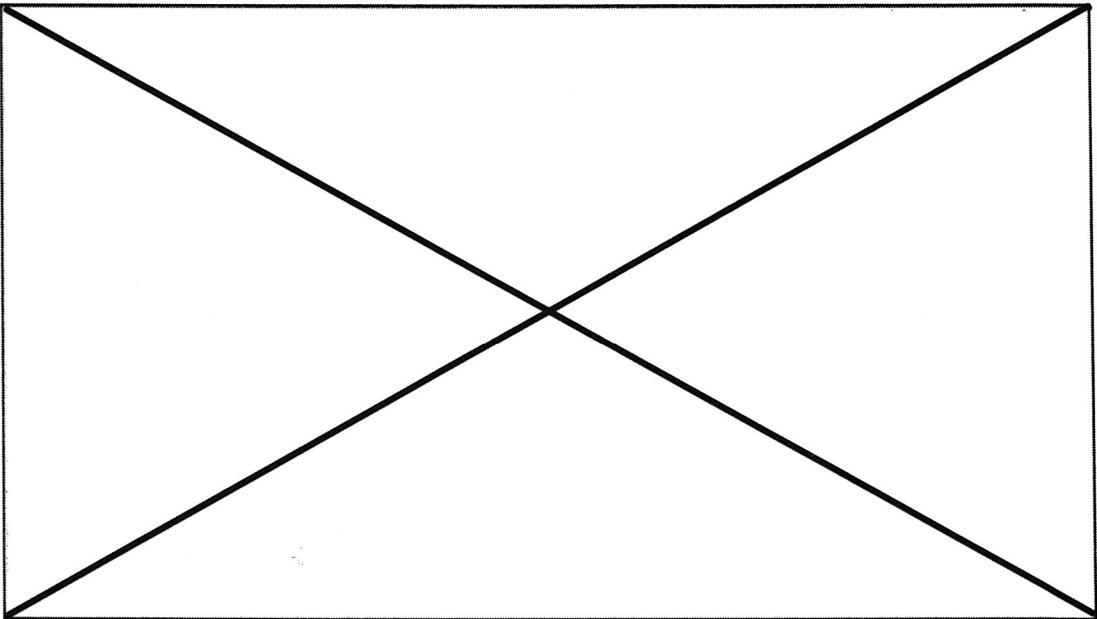
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



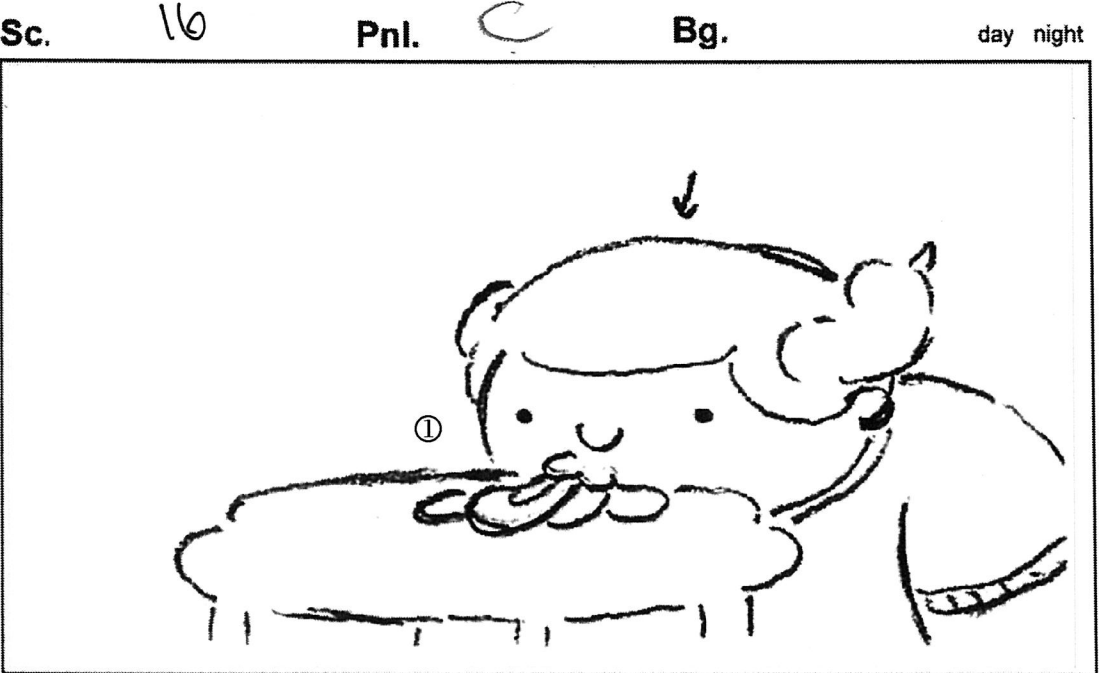
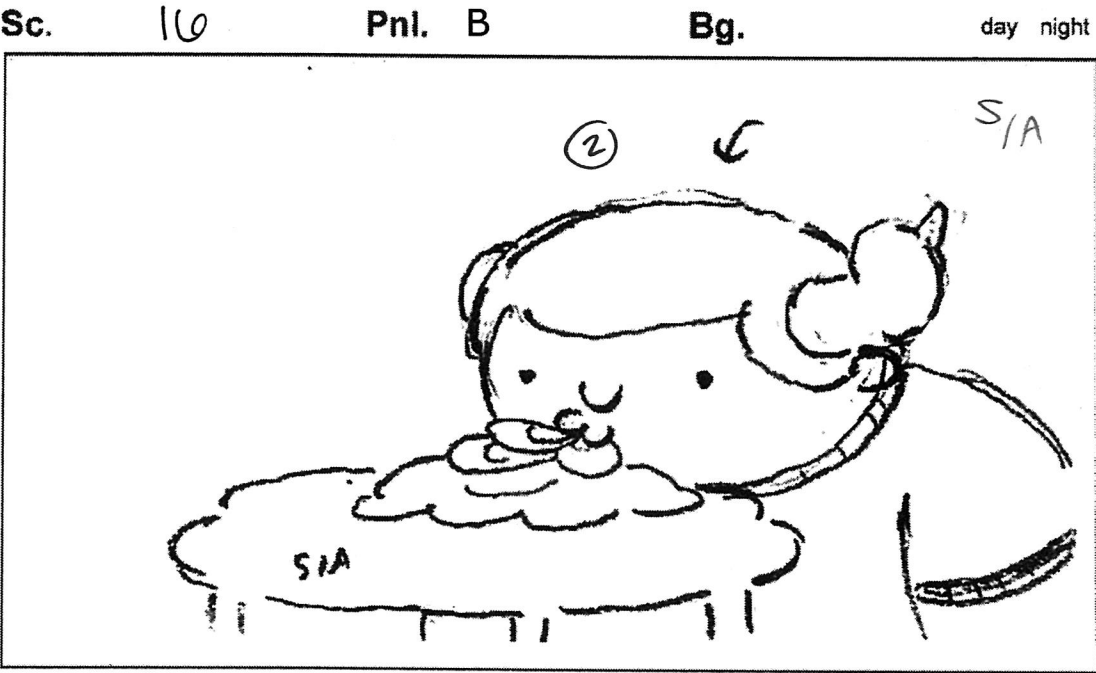
Sc. Pnl. Bg. day night



Dialog:	SP: (MID CHEW) YES DAD!	SP: [SWALLOW]
Action:	- SWALLONS	
Timing:		

EPISODE # 1025-179
Production :

ADVENTURE TIME



Dialog: SP: SLUUVUUUURP.

Action: - SP SLURPS UP ALL THE EGGS IN ONE SLURP

Timing:

1025-179

EPISODE #

Production :

ADVENTURE TIME



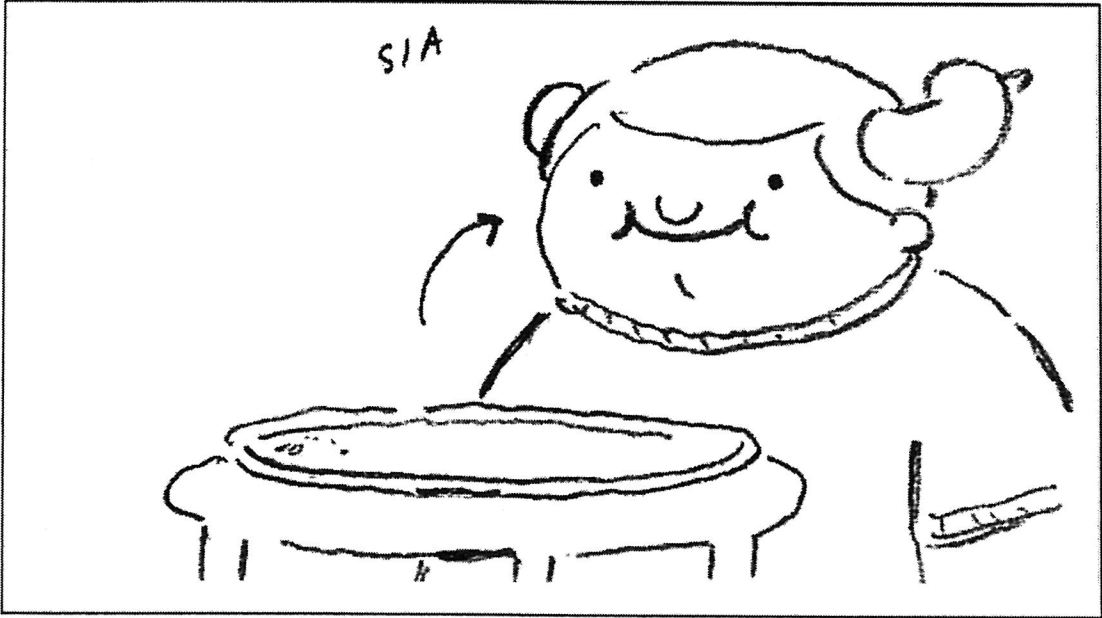
Sc. 16

Pnl.

E

Bg.

day night



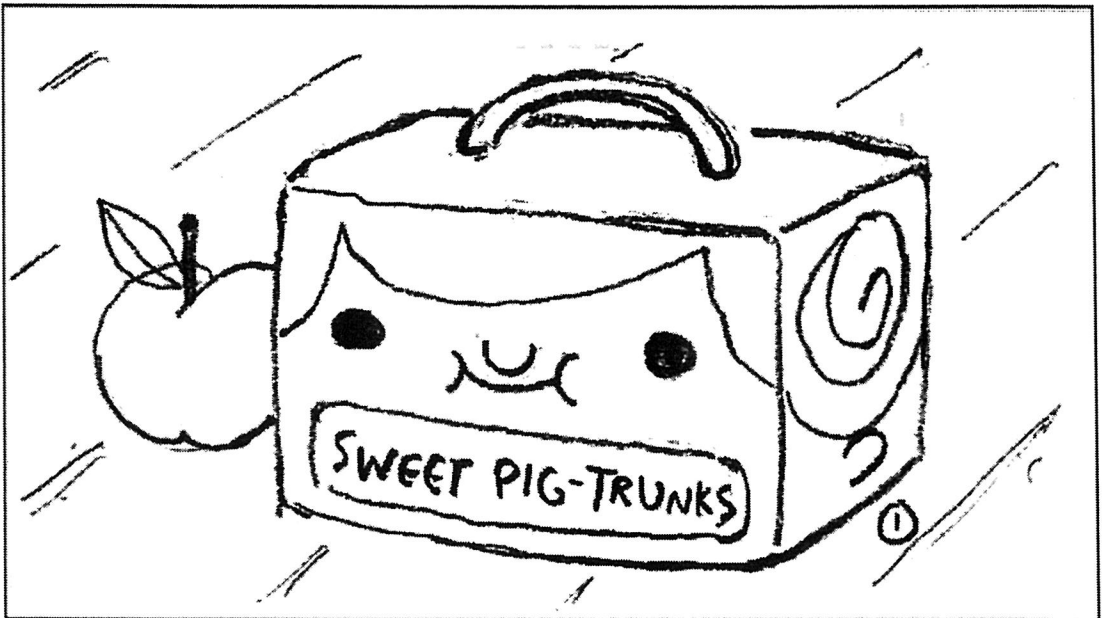
Sc. 17

Pnl.

A

Bg.

day night



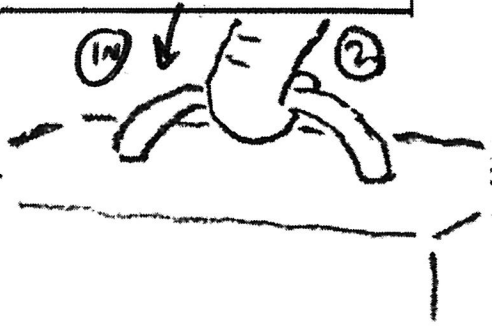
Dialog:

SP: *SWALLWS*

Action:

- IT'S TRUNKS COMES IN
AND GRABS THE HANDLE

Timing:



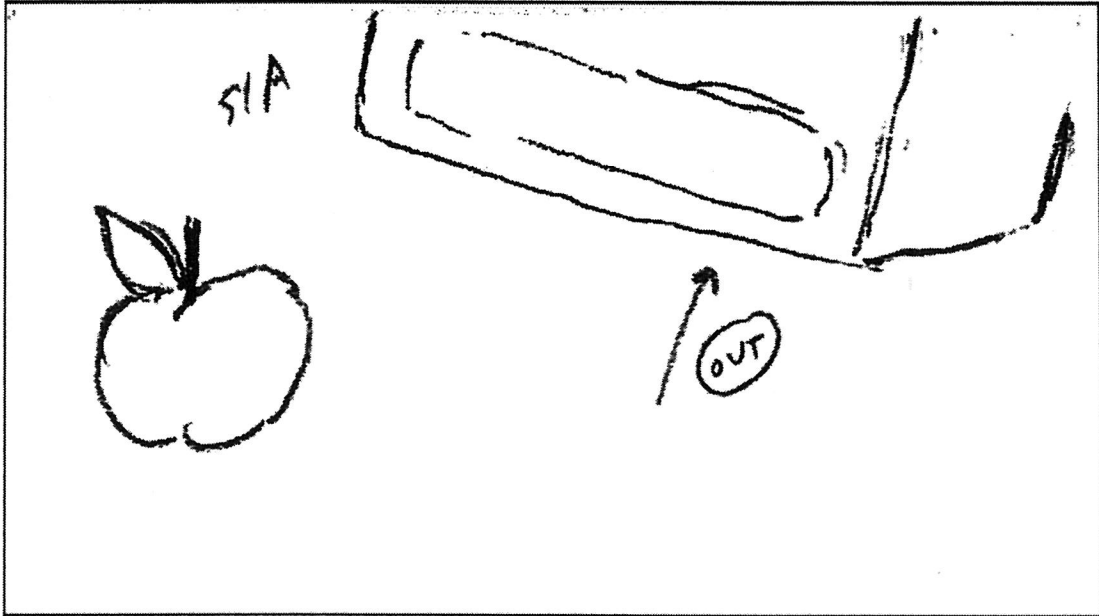
EPISODE # 1025-179

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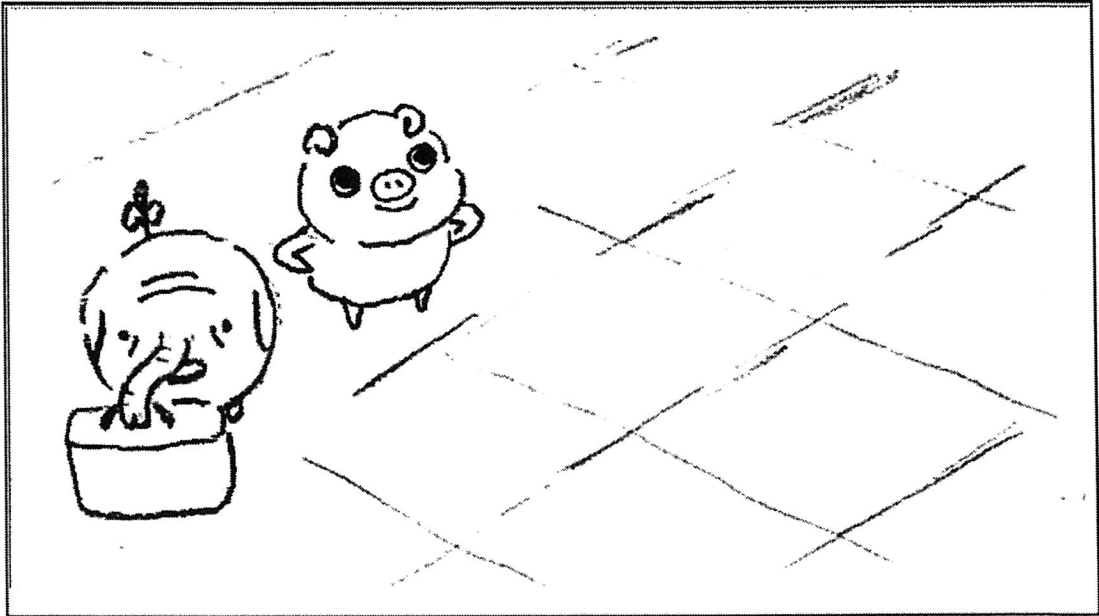
ADVENTURE TIME



Sc. 17 Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



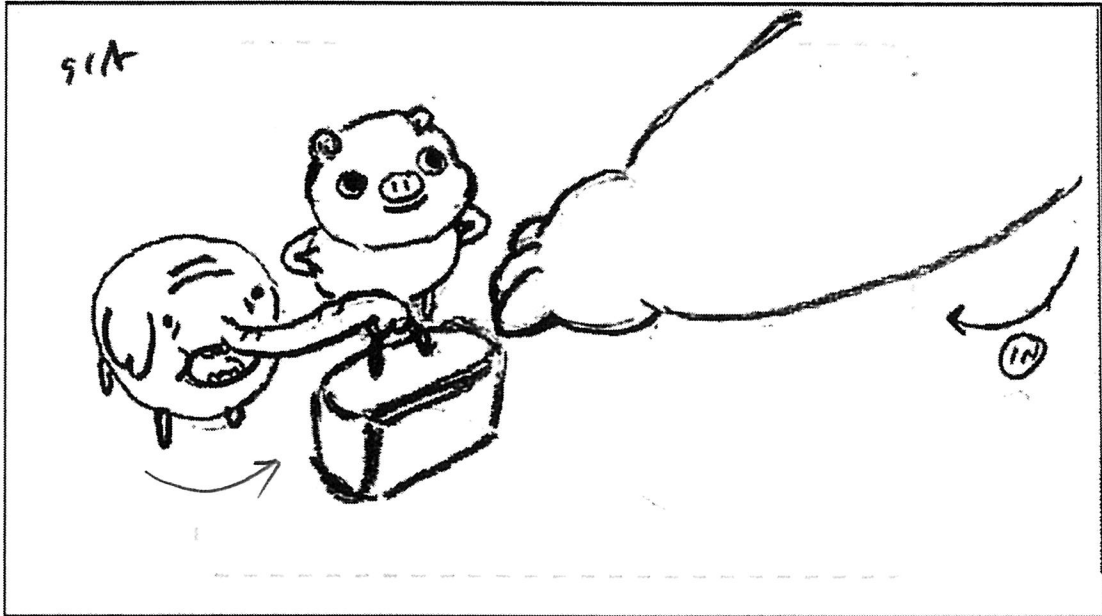
Dialog:	<u>IT</u> : OKAY --
Action:	- LIFTS BOX OFF/S
Timing:	

EPISODE # 1025-179
Production :

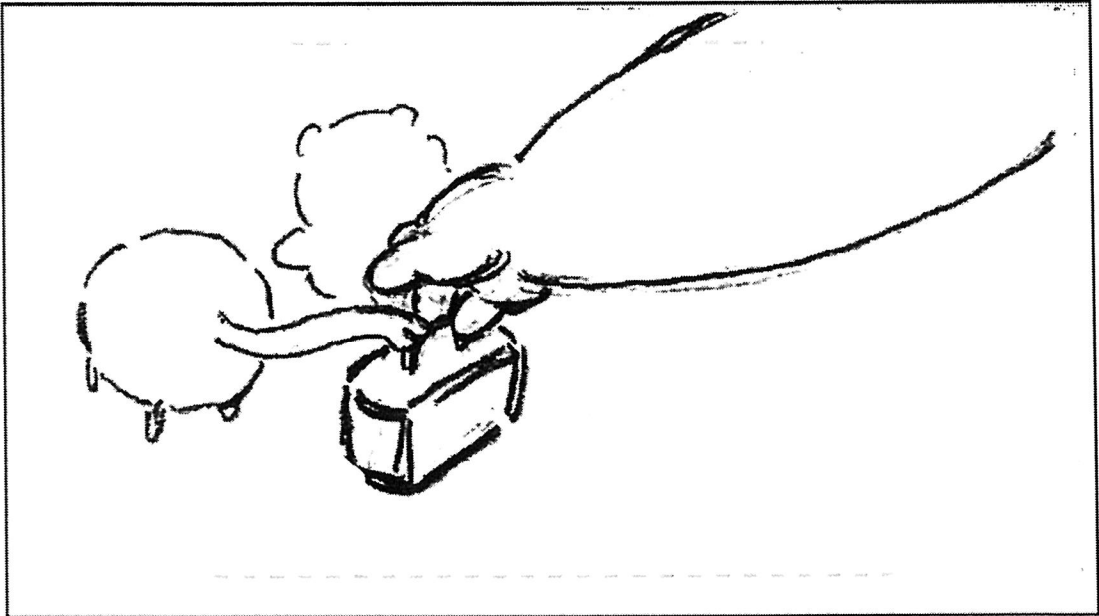
ADVENTURE TIME



Sc. 18 Pnl. B Bg. day night



Sc. 18 Pnl. C Bg. day night



Dialog:	TT: THERE'S YOUR LUNCH	
Action:	- SP'S ARM COMES ON/IS.	- SP TAKES LUNCH BOX FROM TT
Timing:		

EPISODE # 1025-179
Production :

ADVENTURE TIME



Sc. 18 Pnl. ① Bg. day night

Sc. 18 Pnl. E Bg. day night

Dialog: II: AND →

Action: - TT REACHES OFF/S.

Timing:

Dialog: II: AN APPLE FOR THE TEACHER

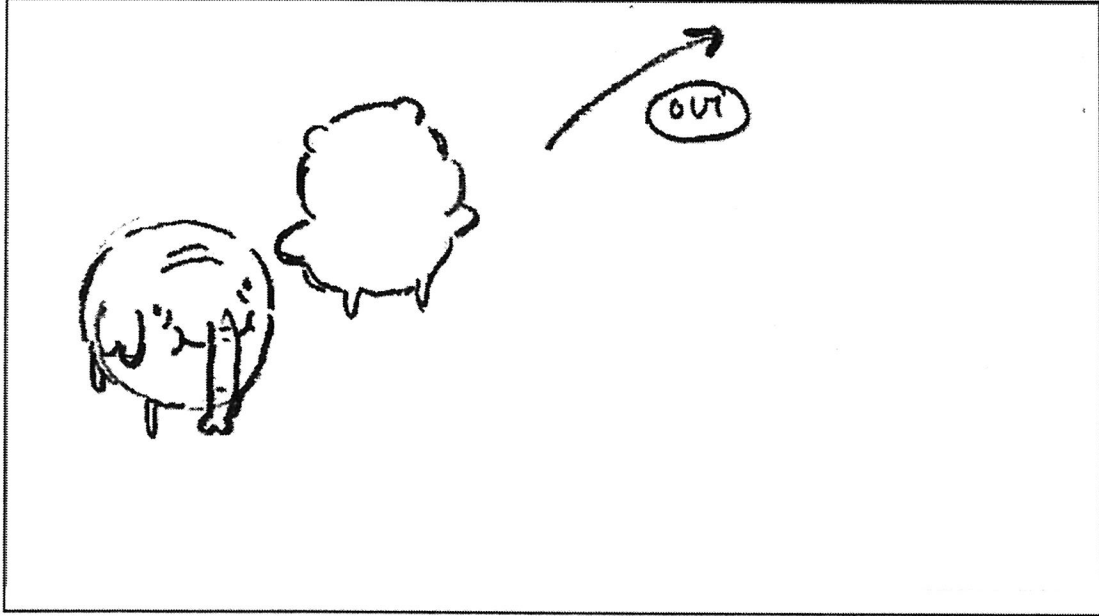
Action: - SP TAKES APPLE

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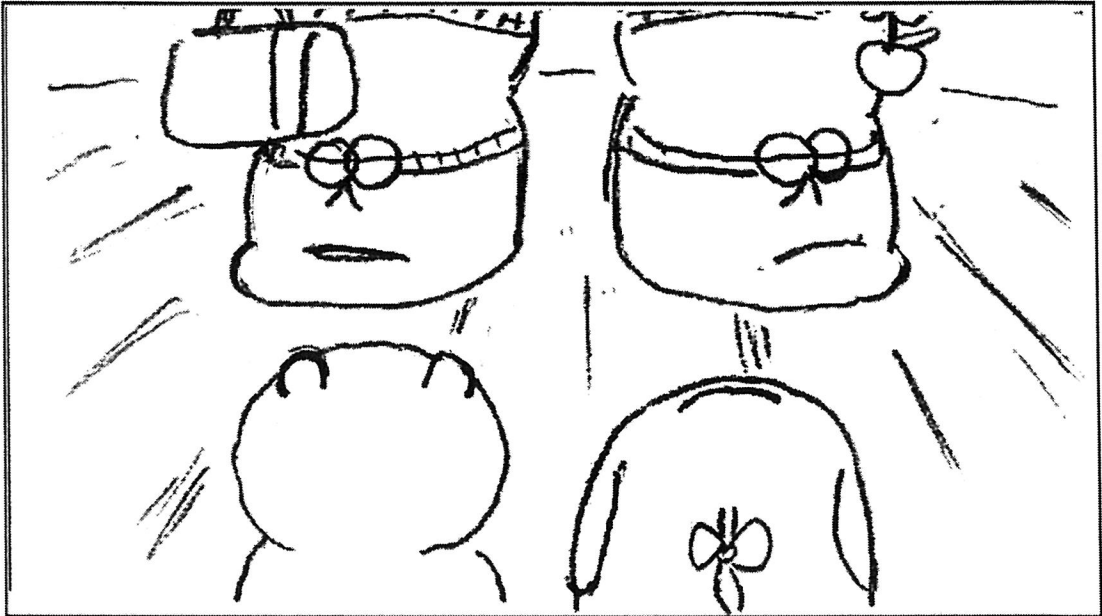
ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night



Sc. 19 Pnl. A Bg. day night



Dialog:

Action: -S.P. LIFTS IT OFF/S

Timing:

EPISODE # 1025-179
Production :

ADVENTURE TIME



Sc. 19 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:	<u>TI + MP</u> : AWW..
Action:	- TI + MP LEAN IN TO EACH OTHER LOVINGLY
Timing:	

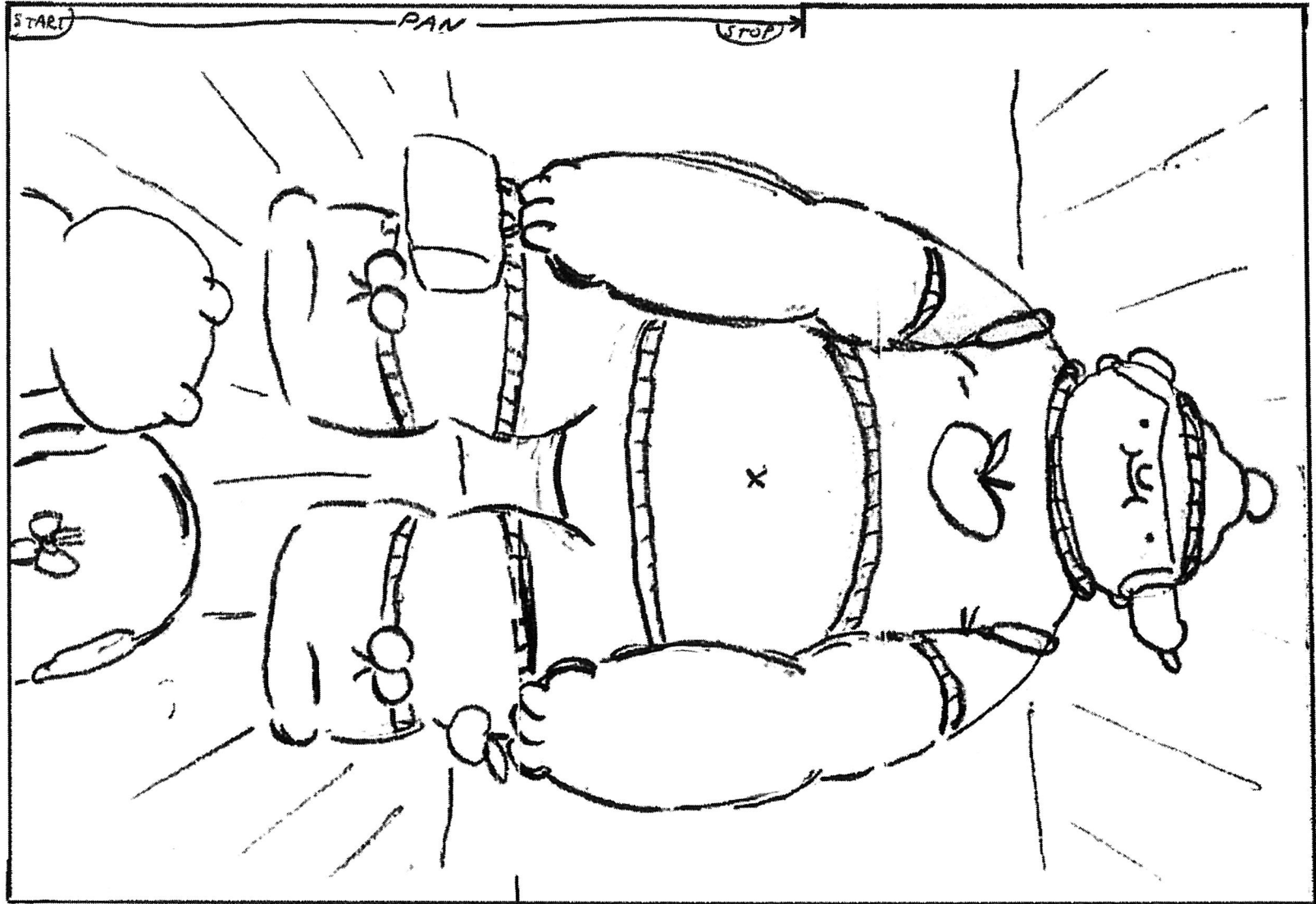
EPISODE # 1025-179
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 19 Pnl. C Bg. day night

- PAN UP TO
SEE SP'S OUTFIT



Production :

EPISODE #

1025-179

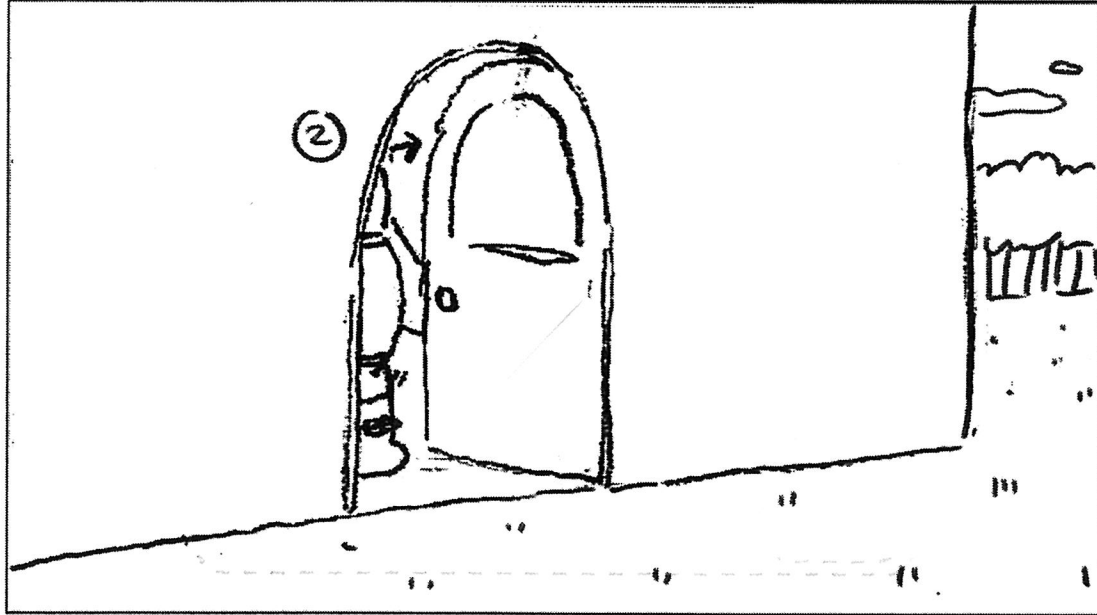
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ADVENTURE TIME

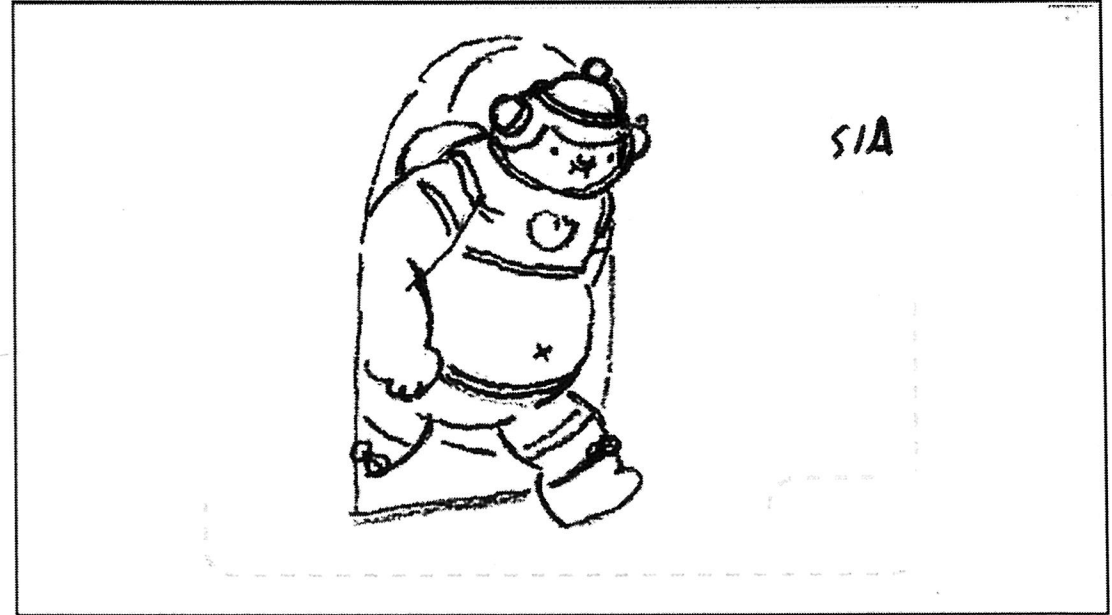


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Sc. 20 Pnl. A Bg. day night



Sc. 20 Pnl. B Bg. day night



Dialog:

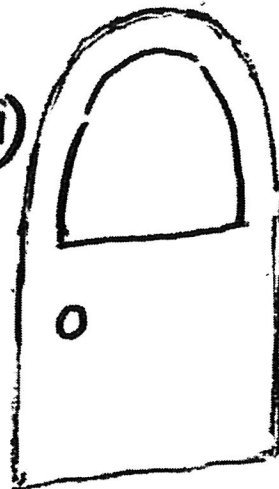
SFX: BRRRRRR
(HELICOPTER)



Action:

- DOOR OPENS (SP'S DOOR)

①



- SP STEPS OUT

Timing:

EPISODE #

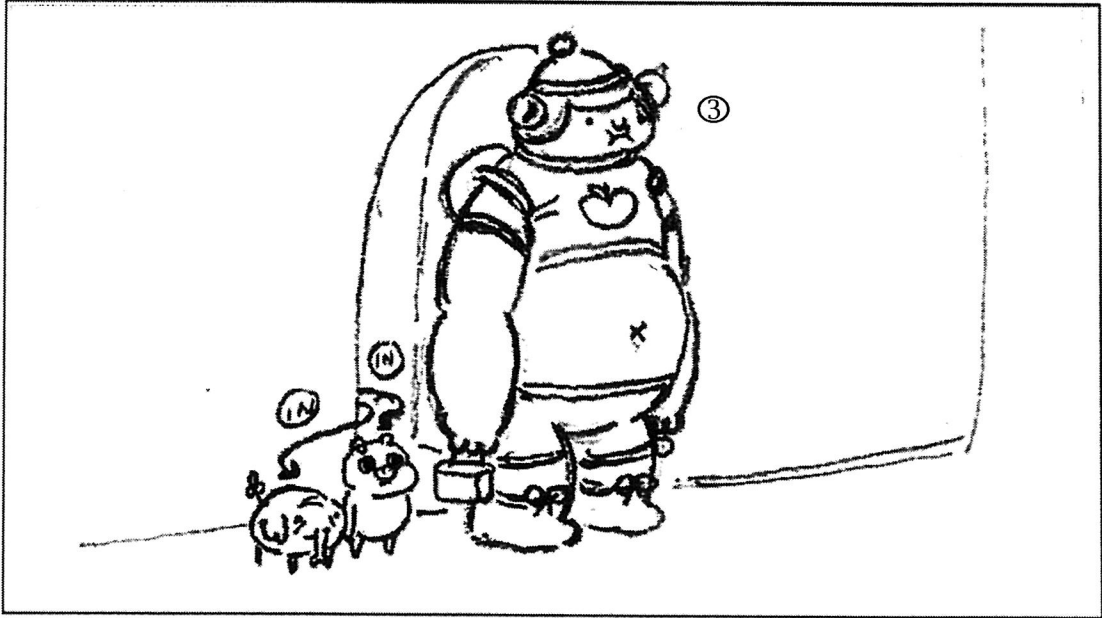
1025-179

Production :

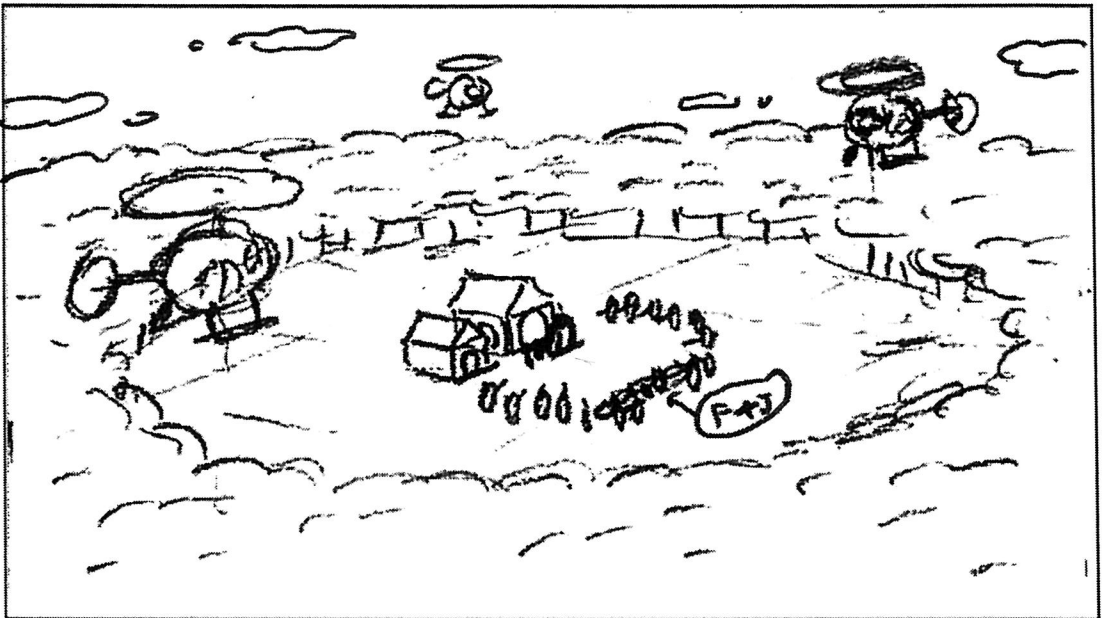
ADVENTURE TIME



Sc. 20 Pnl. C Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:

SFX: *CMK CHK CHK *

Action:

- TT + MP FOLLOW

Timing:

①

②

SFX: * Helicopters

- The entrance is surrounded by BGs & BGs in helicopters
- F & J are there

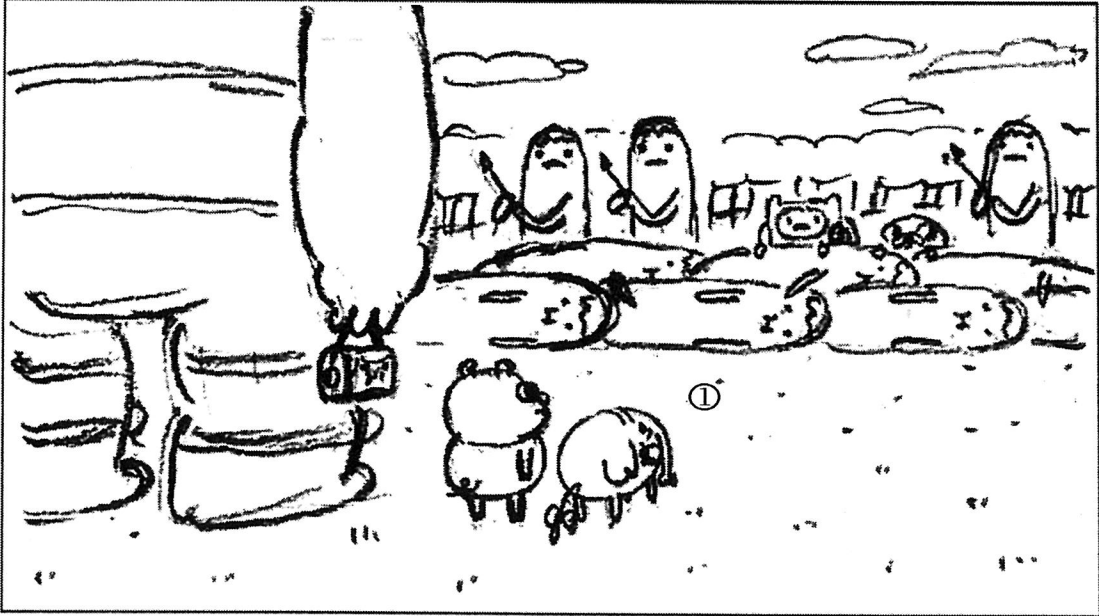
DETAIL:

1025-179
EPISODE #

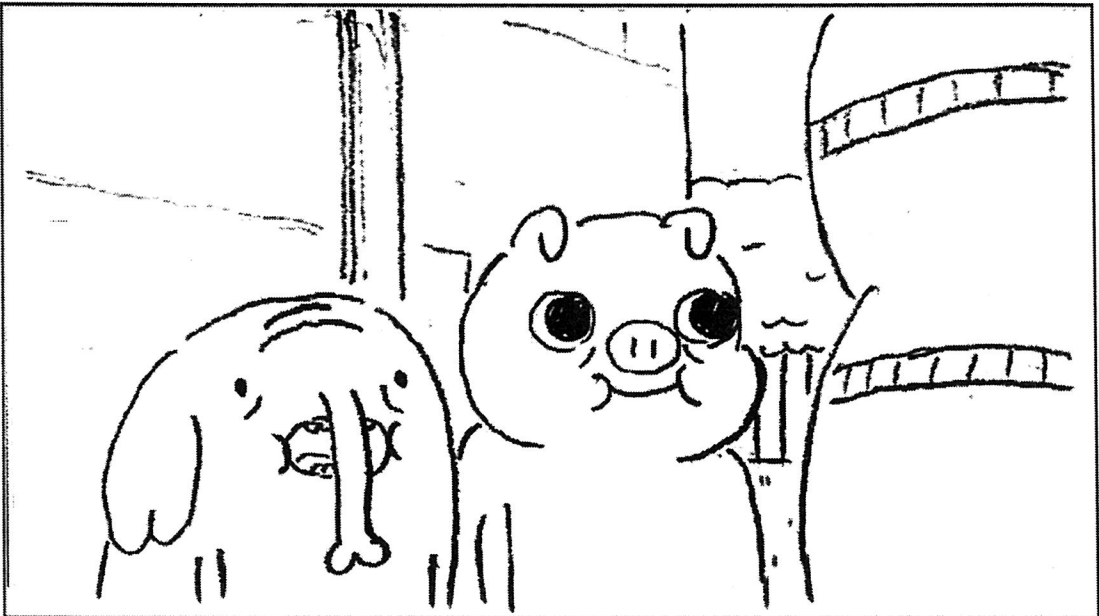
ADVENTURE TIME



Sc. 22 Pnl. A Bg. day night




Sc. 23 Pnl. A Bg. day night



Dialog: II: GOLLY, IT'S AWFUL
NICE O' KALL →

II: TO TAKE SWEET
P - TO SCHOOL ON
HIS FIRST DAY

Action: - F + J. STAND BEHIND B. GUARD BARRICADE

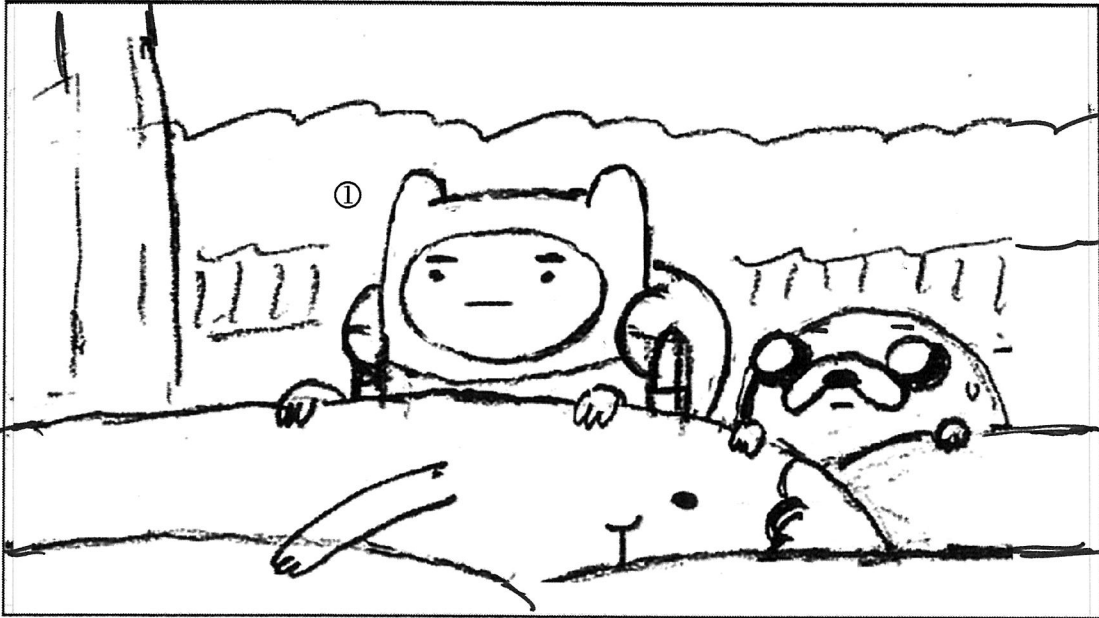
Timing:  ②

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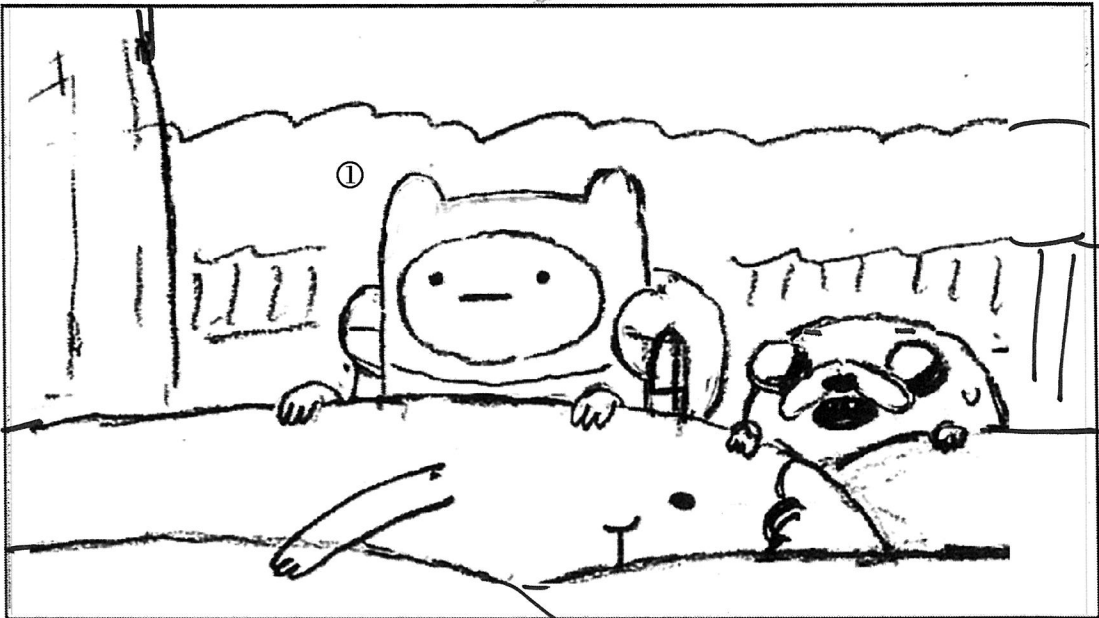
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:

F: OUR PLEZM, T.T.

J: YEAH, FIRST DAY OF SCHOOL CAN BE REAL TOUGH...

Action:

Timing:

②

②

③

EPISODE # 1025-179

Production :

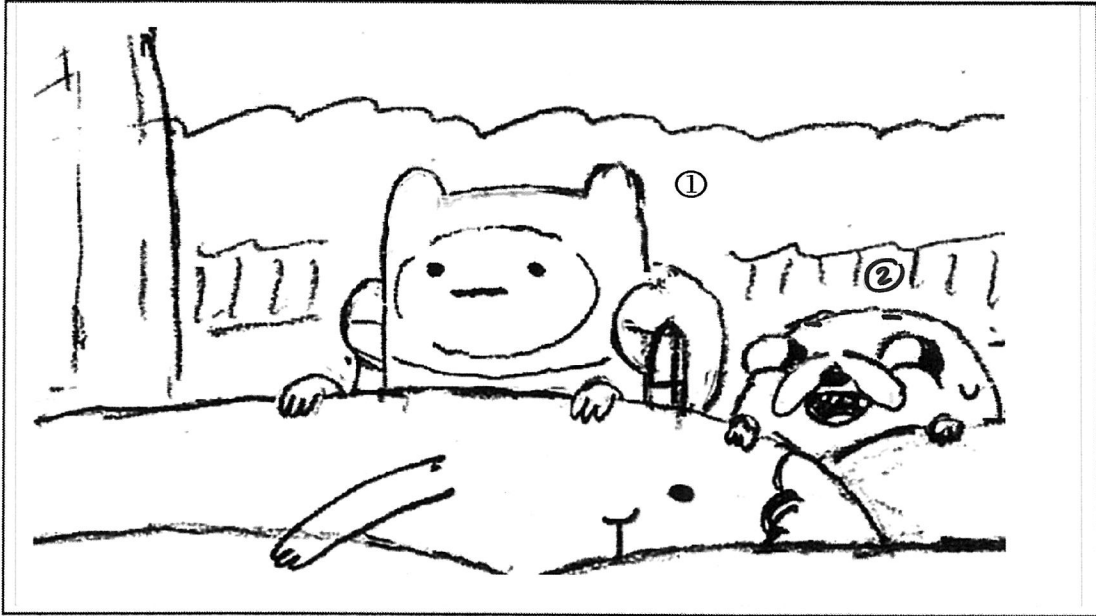
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ADVENTURE TIME

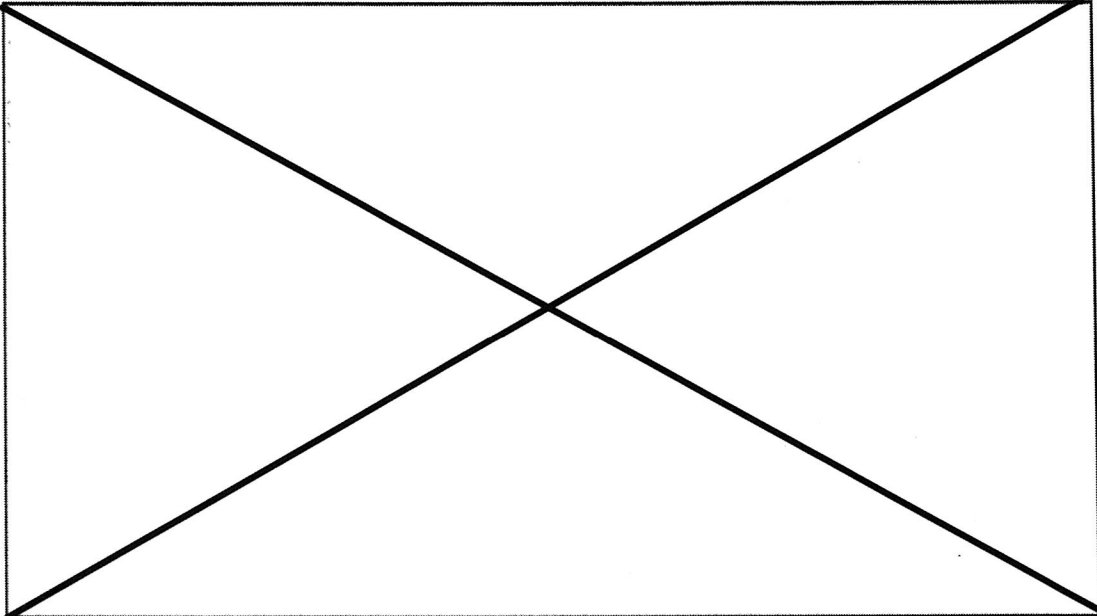


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Sc. 24 Pnl. C Bg. day night



Sc. Pnl. Bg. day night

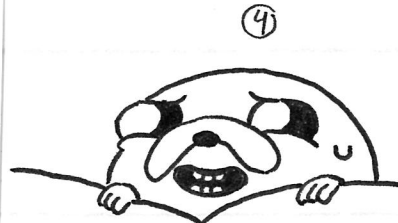
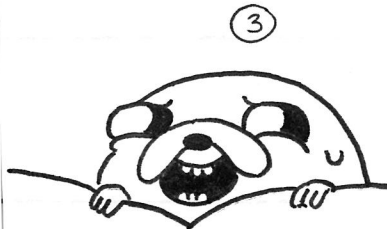


Dialog: ① J/ We wouldn't want Sweet P. freaking out...
② Or awakening any latent evil spirits
within himself, ③ Ha-ha... ④ ha.

Action:



Timing:



EPISODE # 1025-179

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	<u>25</u>	Pnl.	<u>A</u>	Bg.	day	night

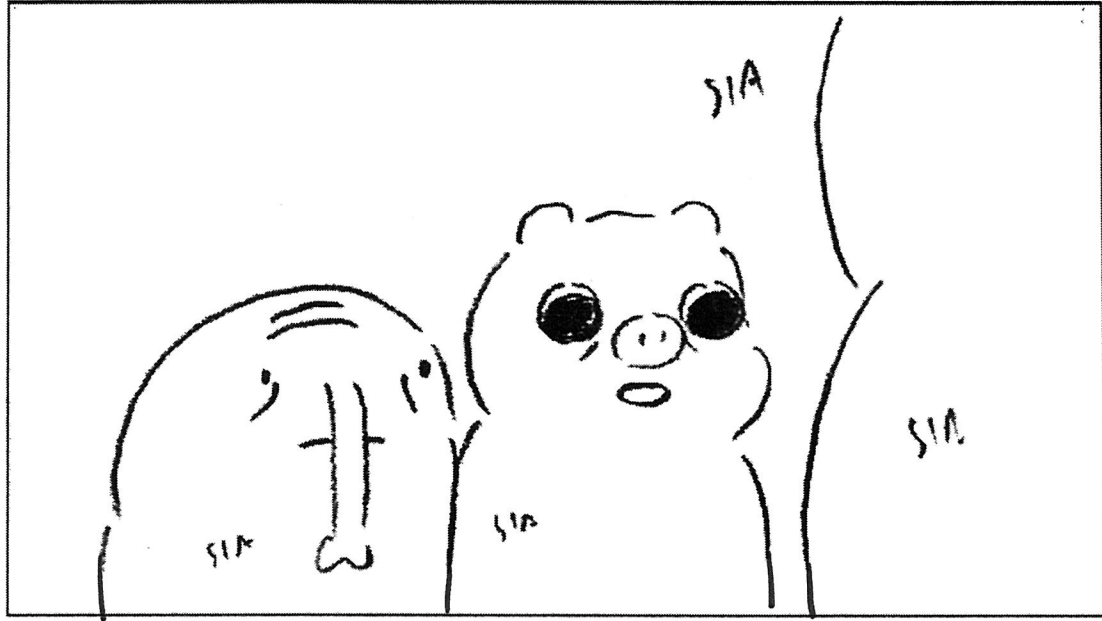
Dialog:
<u>TT/MP:</u> ...
Action:
Timing:

EPISODE # 1025-179
Production :

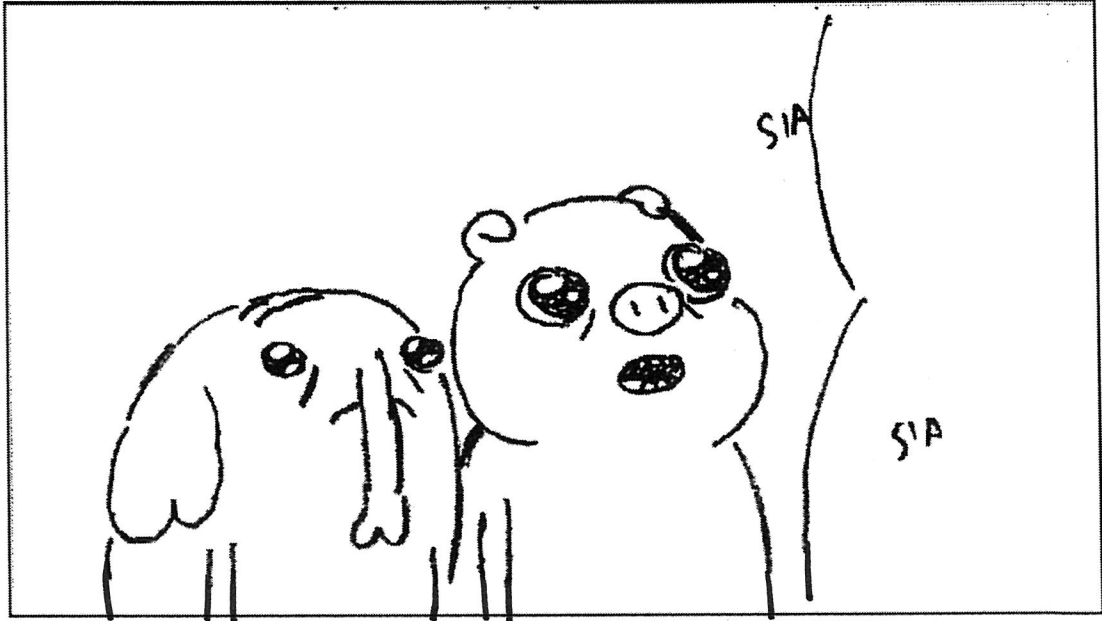
ADVENTURE TIME



Sc. 25 Pnl. B Bg. day night



Sc. 25 Pnl. C Bg. day night



Dialog: MP = WELL ... MP = WE'RE GONNA MISS YOU, SON

Action: - MP + TT LOOK UP W/ SHINEBALL EYES

Timing:

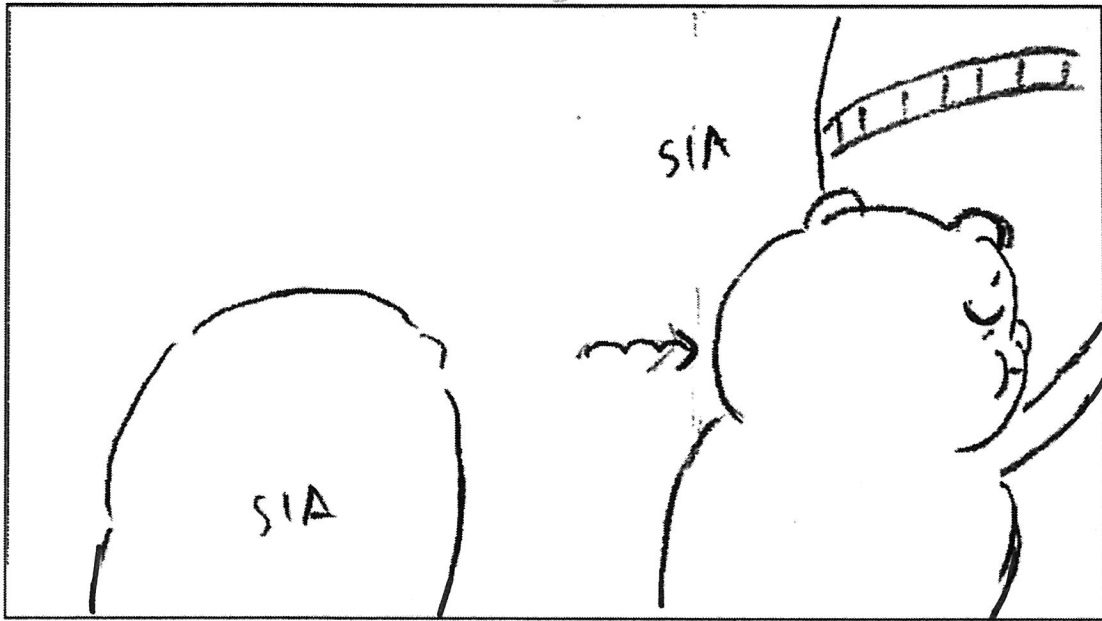
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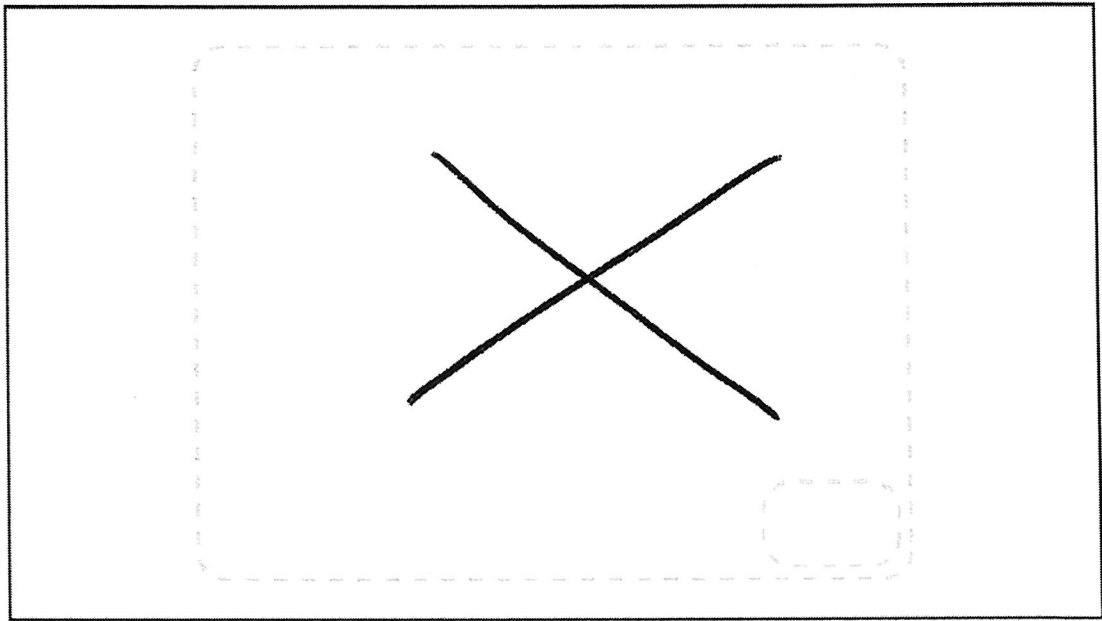
ADVENTURE TIME



Sc. 25 Pnl. 0 Bg. day night



Sc. Pnl. Bg. day night



Dialog:	MP: MMIM...
Action:	- MP HUGS SP'S LEG
Timing:	

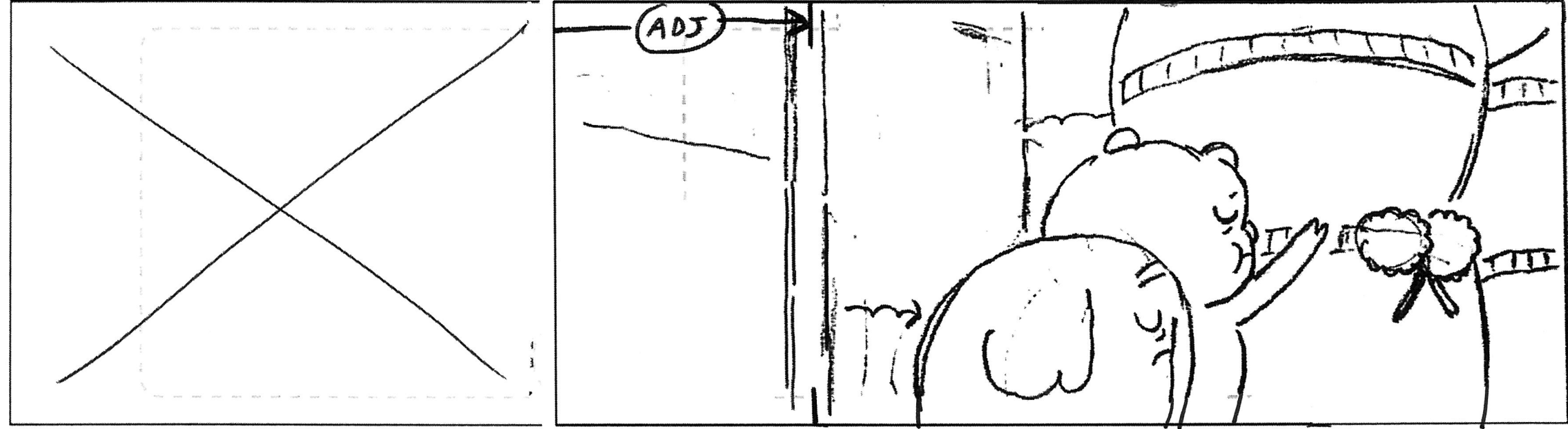
EPISODE # 1025-179
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 25 Pnl. E Bg. day night



Dialog:
Action: - TT WALKS OVER TOWARD THE OTHER SIDE OF SP'S LEG, SLOWLY - ADJ W/ TT
Timing:

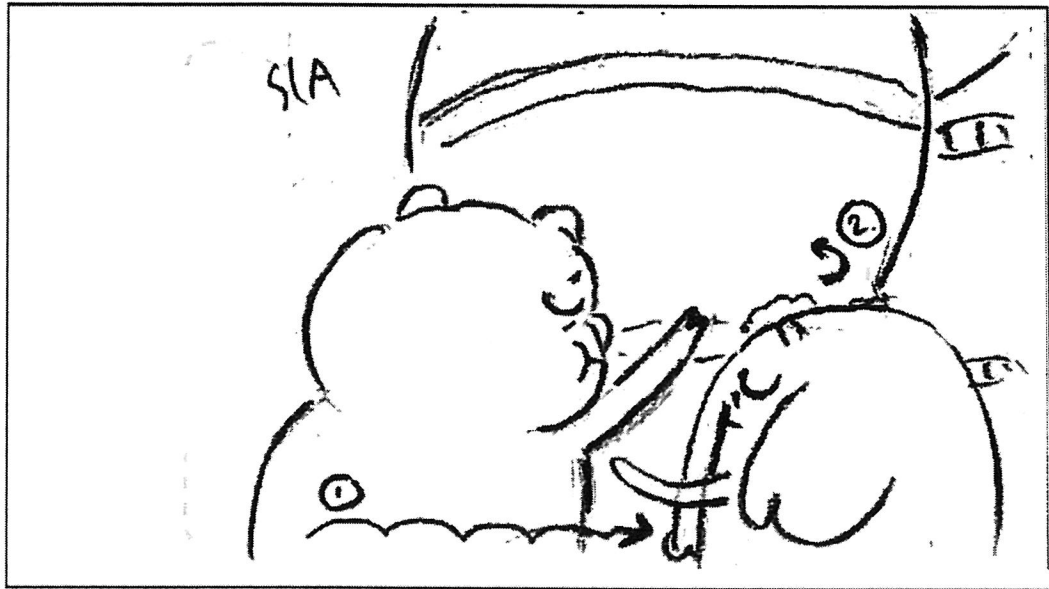
EPISODE # 1025-179
Production :

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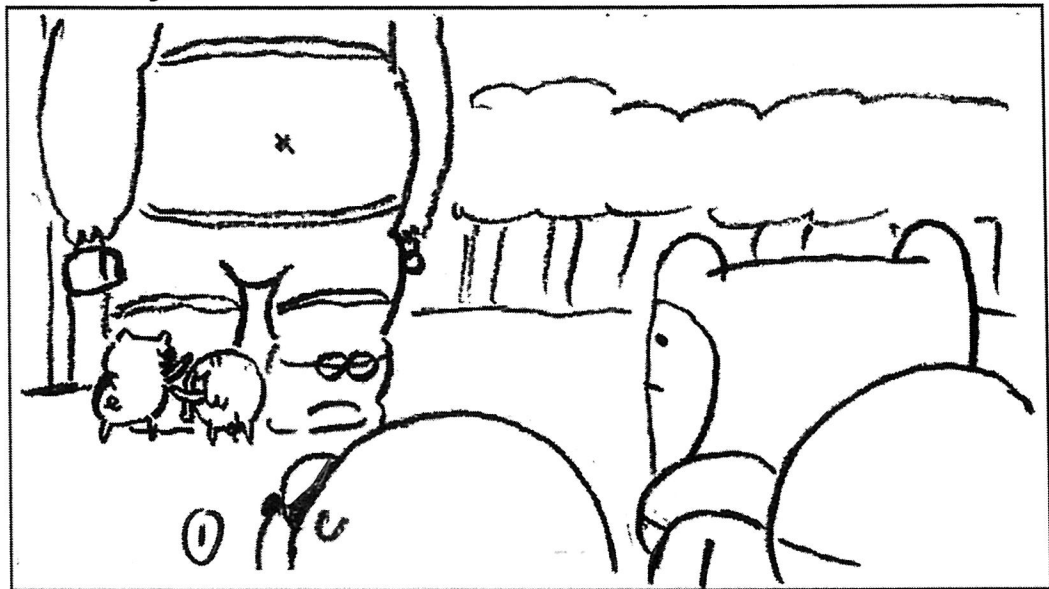
ADVENTURE TIME



Sc. 29 Pnl. F Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog: II: MMMM... (2)

TT/MP: (CONT' MUTED THRU NEXT 2 SLIDES)
MMMM

J/ you think he's still secretly evil?
That he's still all licky in there

Action: - II HUGS LEG

Timing:



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ADVENTURE TIME



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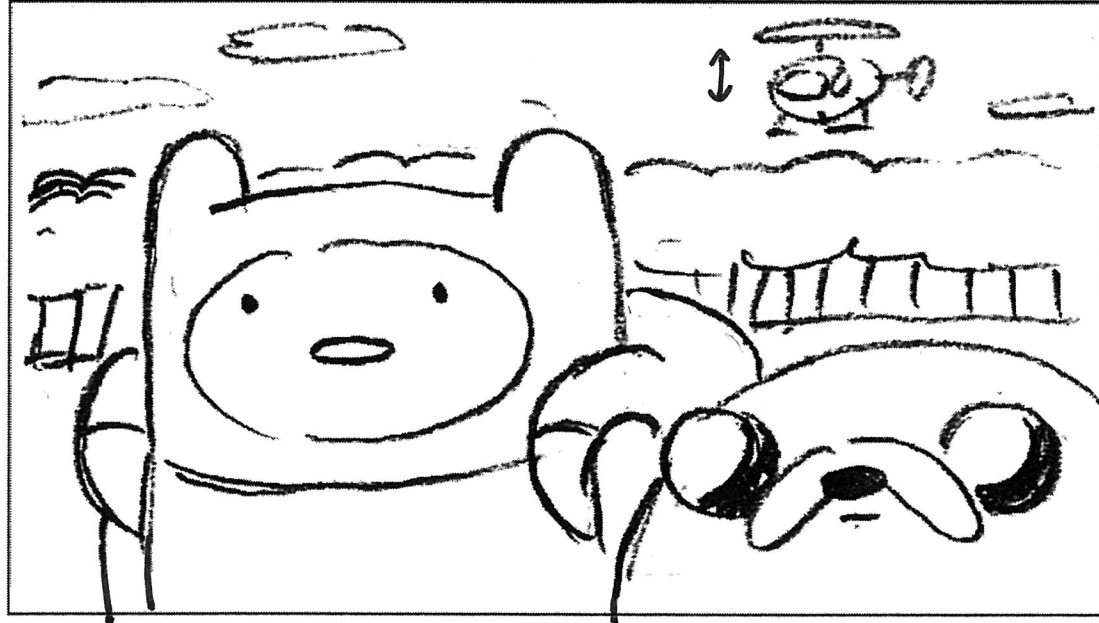
Sc. 27

Pnl.

A

Bg.

day night

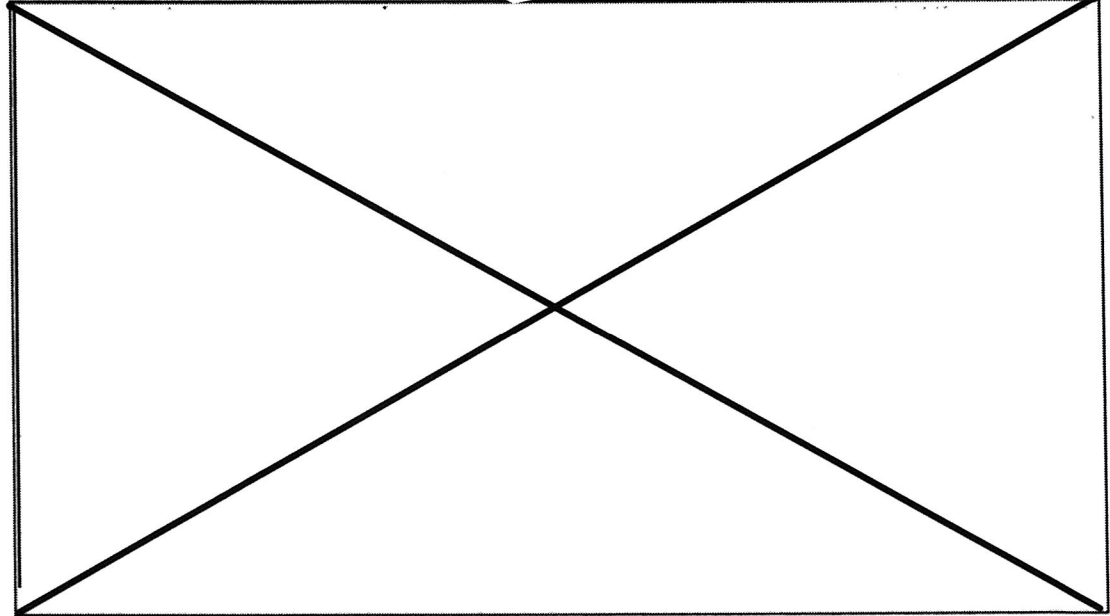


Sc.

Pnl.

Bg.

day night



Dialog:

F: MM, NOT SURE...

Action:

Timing:

EPISODE #

1025-179

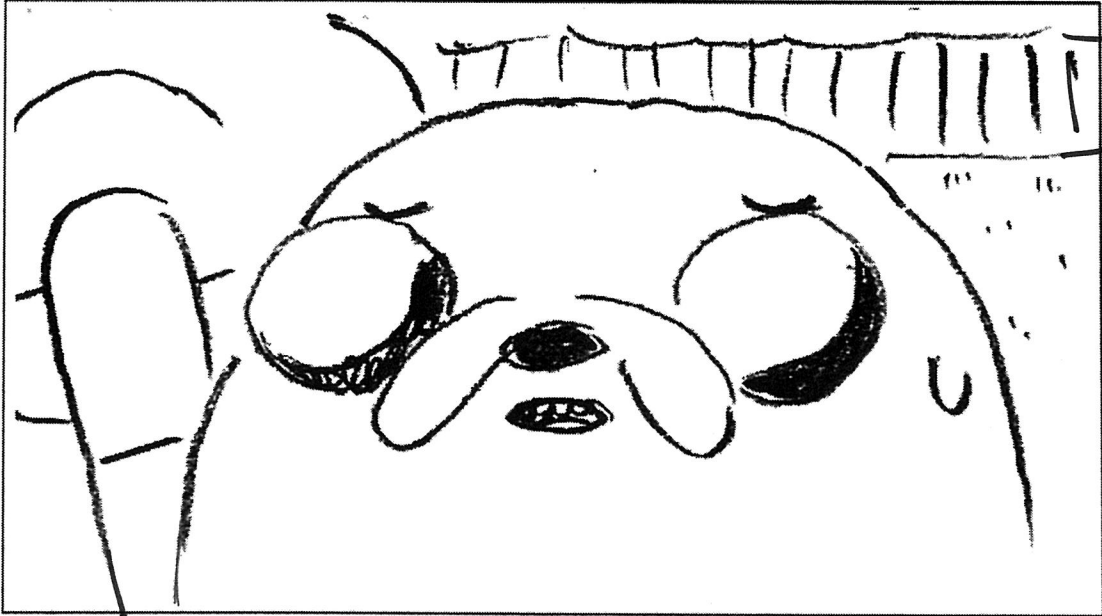
Production :

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ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog: J: I DUNNO FINN..
HE JUST SEEMS
SO ---

J :...SWEET.

Action: -SWEET P. HUGS TT +MP.

Timing:

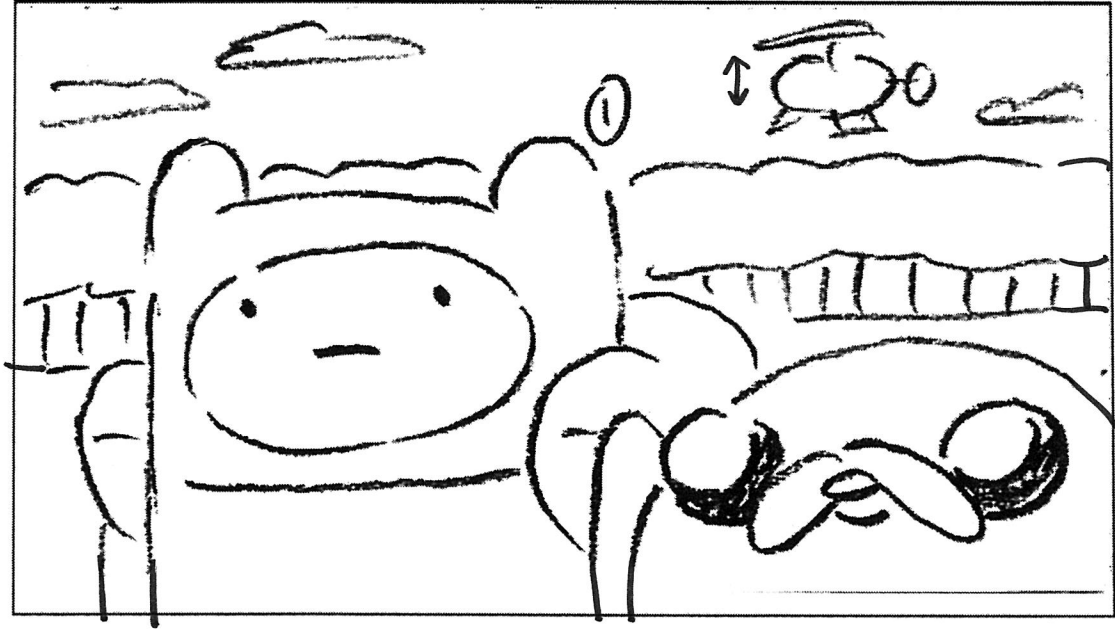
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Production :

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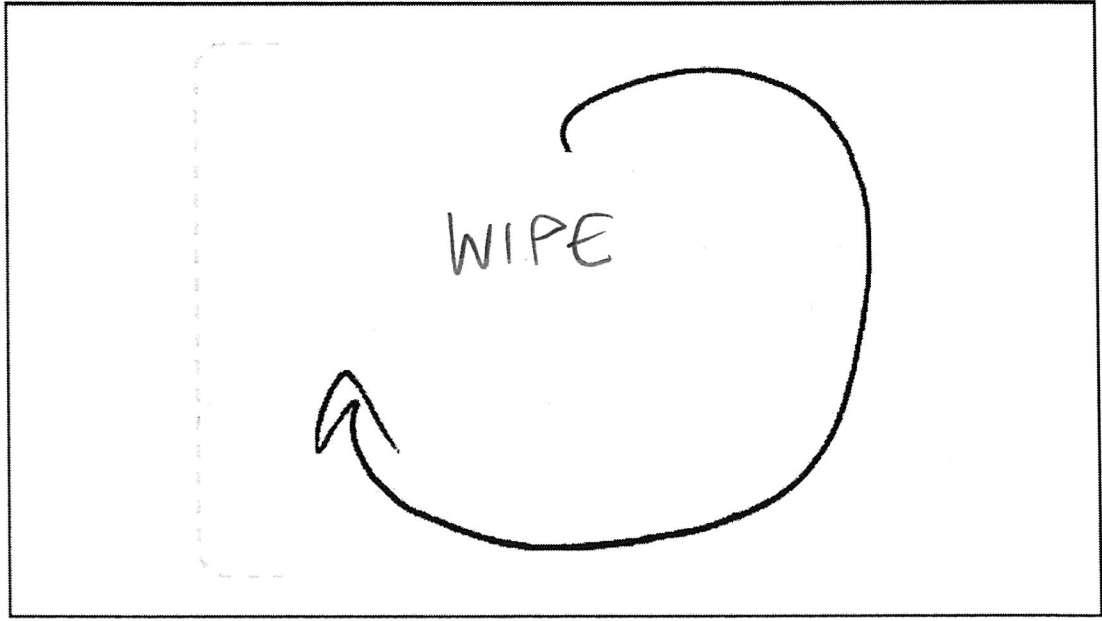
ADVENTURE TIME



Sc. 30 Pnl. A Bg. day night




Sc. Pnl. Bg. day night



Dialog: F: (SKEPTICAL) HMPH.

Action:

Timing: 

EPISODE # 1025-179

Production :

Page 43

TI/MP: BYE ~~~~~

S.P.: BYC ~~~~~

TT + MP WAVE

- F, J, SP AND BGS WALK FORWARD
- SP LOOKS BACKWARD, WAVING, AS HE WALKS
- TT + MP WAVE IN THE DISTANCE - BG TRUCK OUT

Timing:

1025-179

EPISODE #

Production :

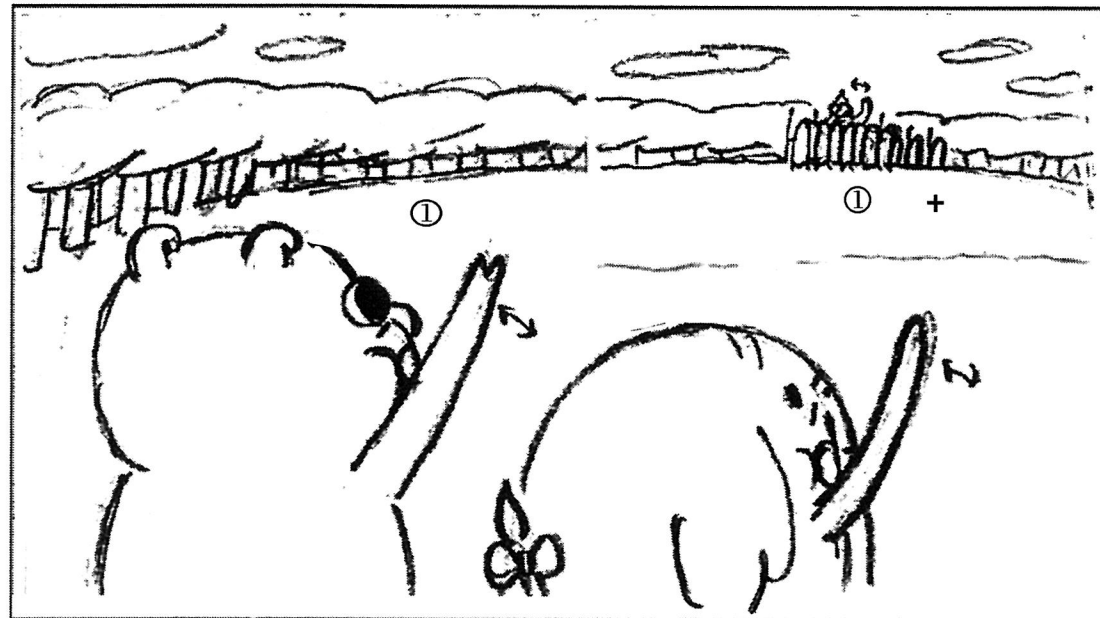
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ADVENTURE TIME

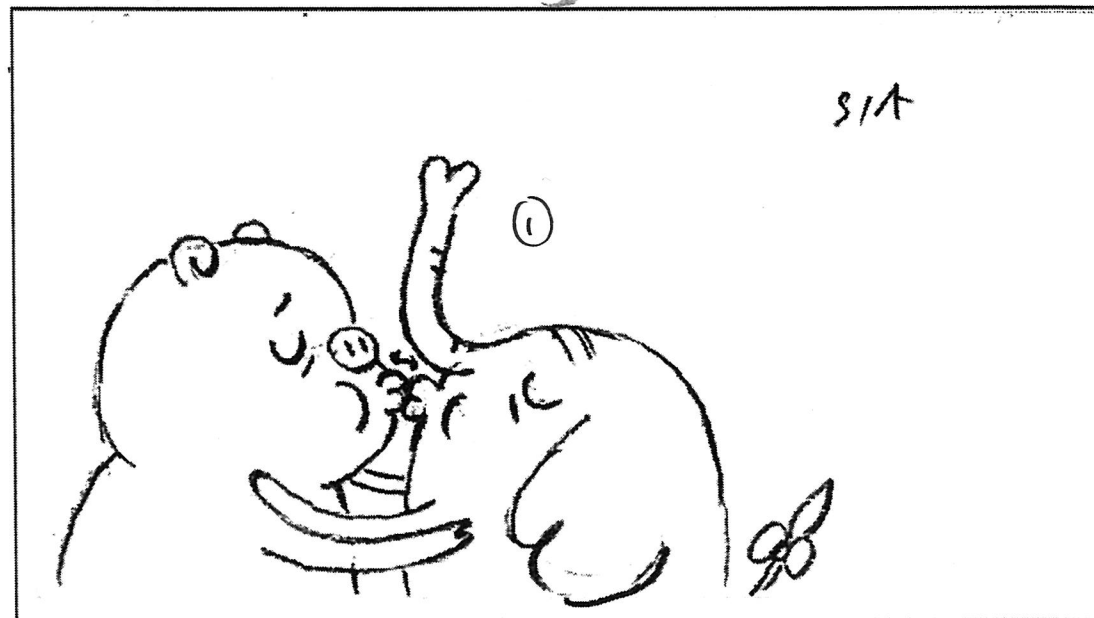


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Sc. 33 Pnl. A Bg. day night



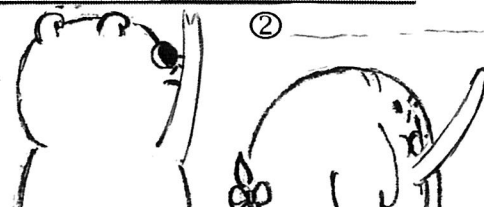
Sc. 33 Pnl. B Bg. day night



Dialog:

Action: - GROUP RELEDES,
GOES OVER HILL
- TI+MP WAVE

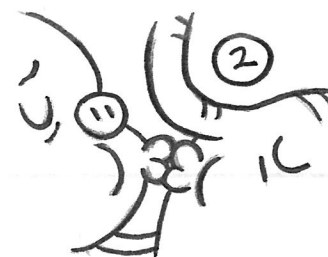
Timing:



TI/MP: (KISSING
SOUNDS)

- JUST AS GROUP IS ABOUT TO DISAPPEAR
OVER HILL, TI+MP ABRUPTLY EMBRACE
EACH OTHER AND START SMOOCHING

CYCLE
①.②.①.②ect.



EPISODE #

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ADVENTURE TIME



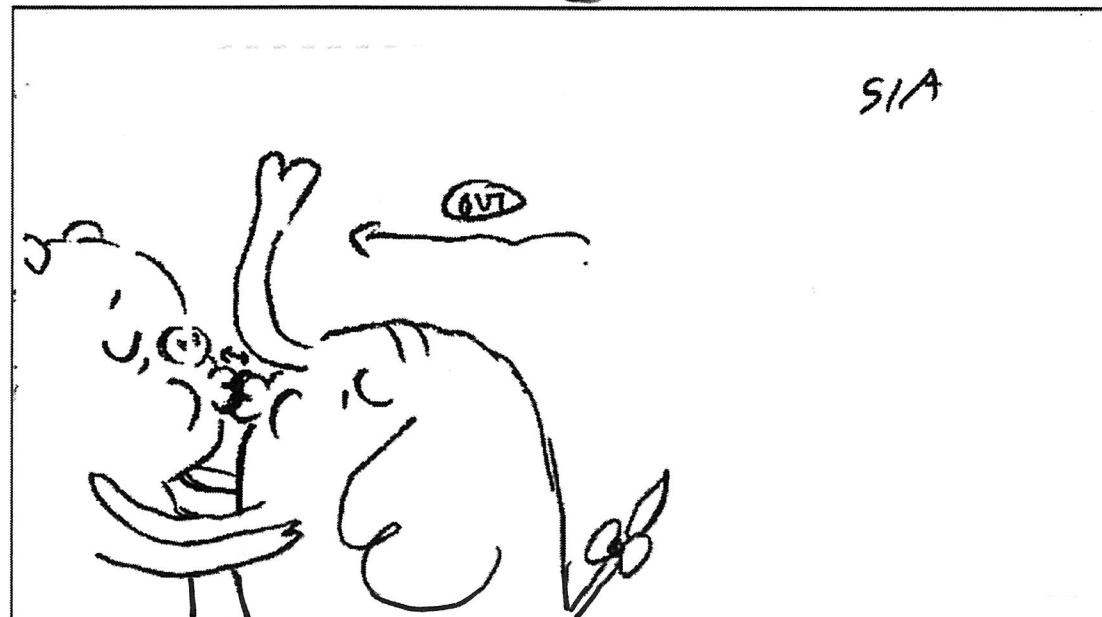
Page 45

Sc. 33

Pnl. C

Bg.

day night

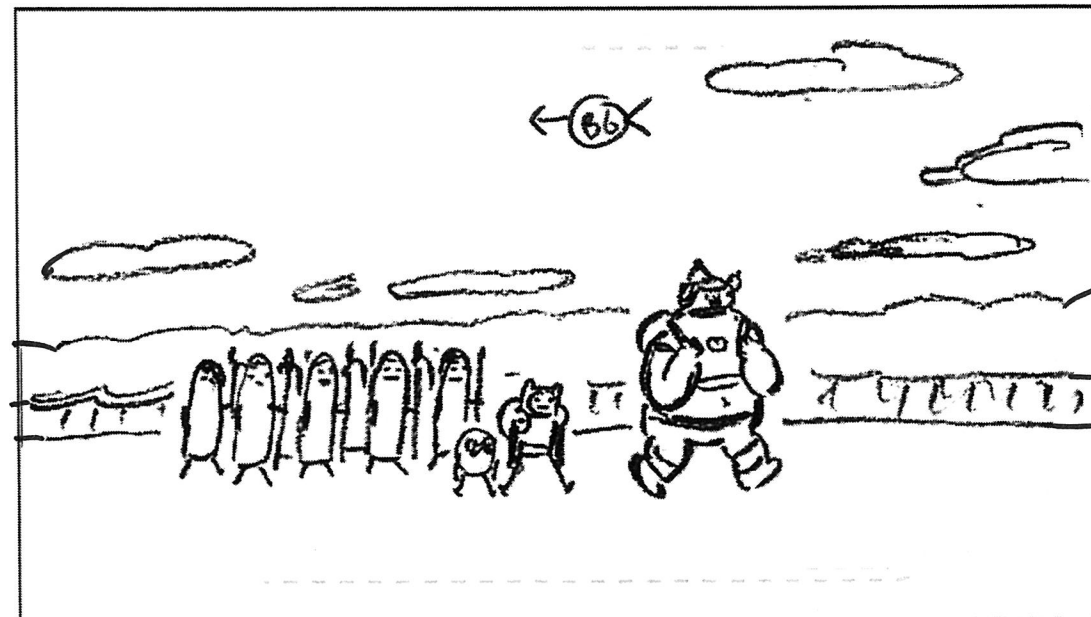


Sc. 34

Pnl. A

Bg.

day night



Dialog:

SP: ♪ ♪ ♪

Action:

- WITHOUT CHANGING POSE
THEY MOVE LEFT OFF/S

- F, J, SP, BGS WALK FORTH

- BB PAN

- SP HUMS A CHILDLIKE TUNE

Timing:

Production :

EPISODE #

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ADVENTURE TIME



No Sc. 35

Page 46

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
36	A			

Dialog:	SP: ♪ ♪ ♪
Action:	- F+J LOOK UP AT S.P.
Timing:	

Production :

EPISODE #

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ADVENTURE TIME



Sc. 30 Pnl. B Bg. day night

Sc. 30 Pnl. C Bg. day night

Dialog: J: (QUIET) SO FAR SO GOOD
SP: (OFFIS) d d d

SQUIRREL: (OFFIS) PANICKED (CHATTER)

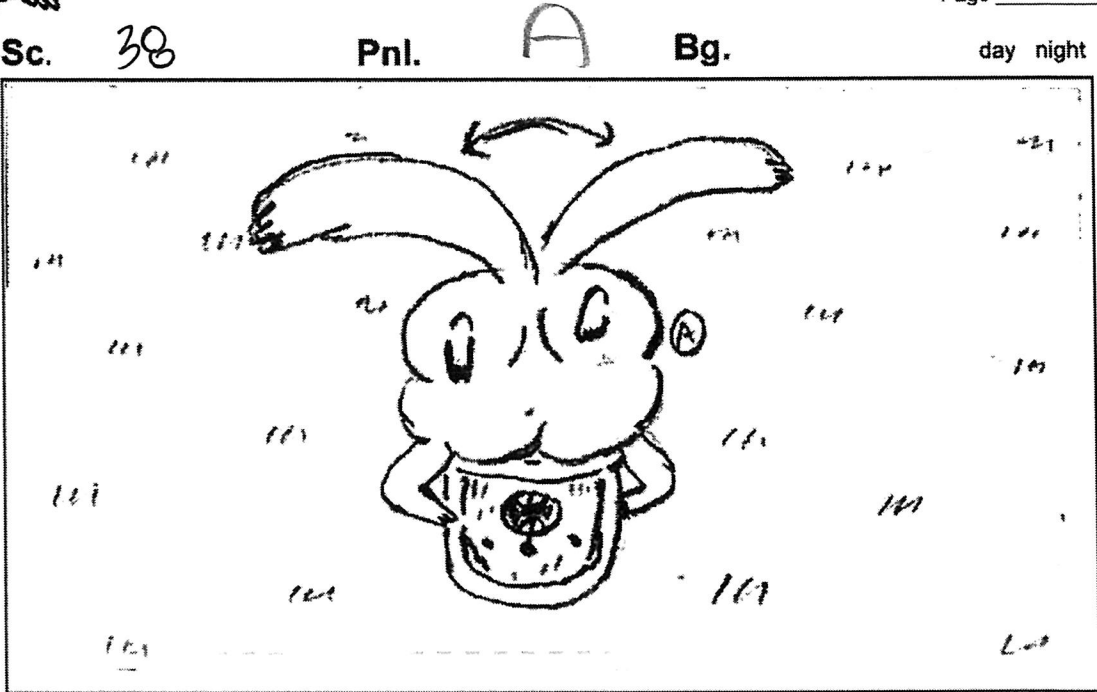
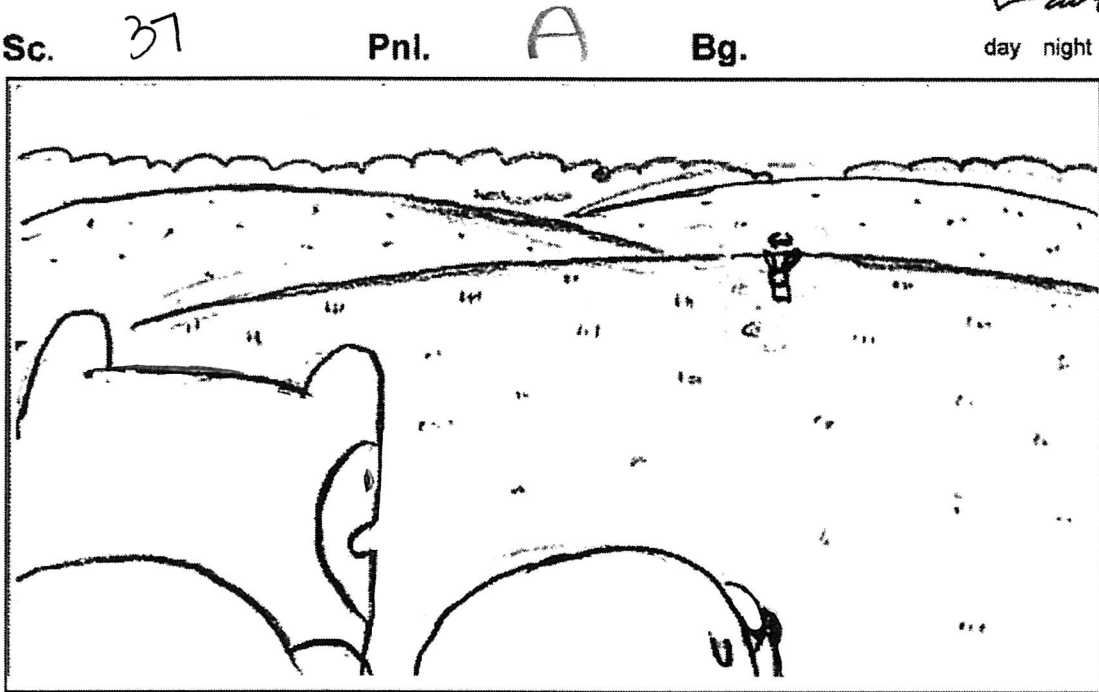
F+J: [GASP]

Action:

Timing:

1025-179 EPISODE # Production :

ADVENTURE TIME



Dialog:

SFX: * CHITTERING *

Action: - THEY SEE A SQUIRREL UP AHEAD WITH
IT'S HED STUCK IN A JAR

- SQUIRREL STRUGGLES,
IT'S TAIL WHIPS AROUND
AND FEET FLAIL

Timing:

cycle (A) ↔ (B)



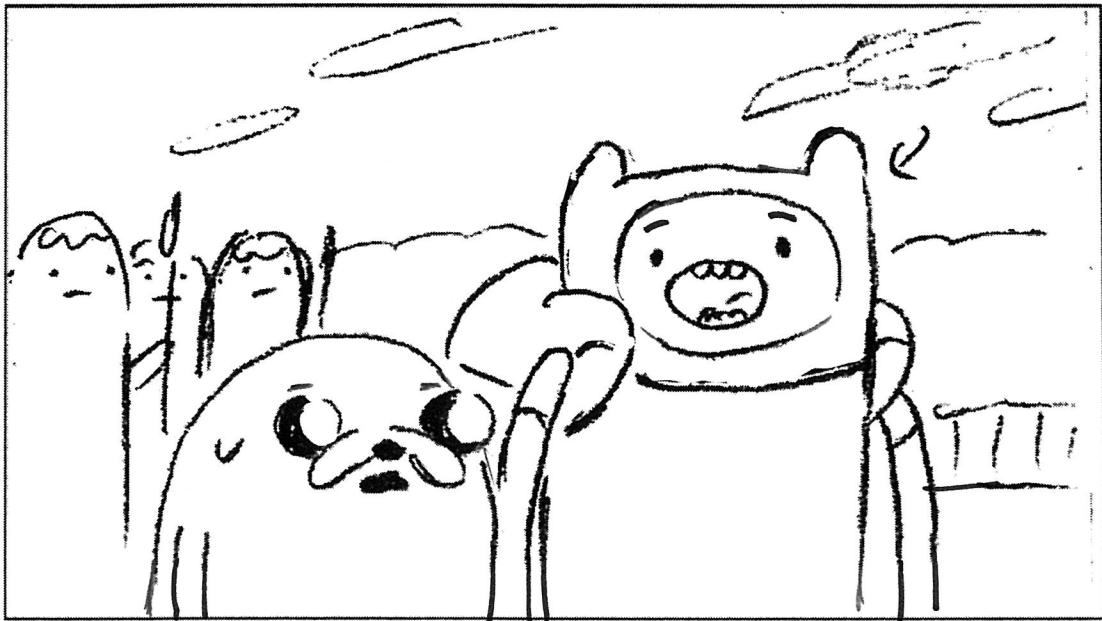
EPISODE # 1025-179

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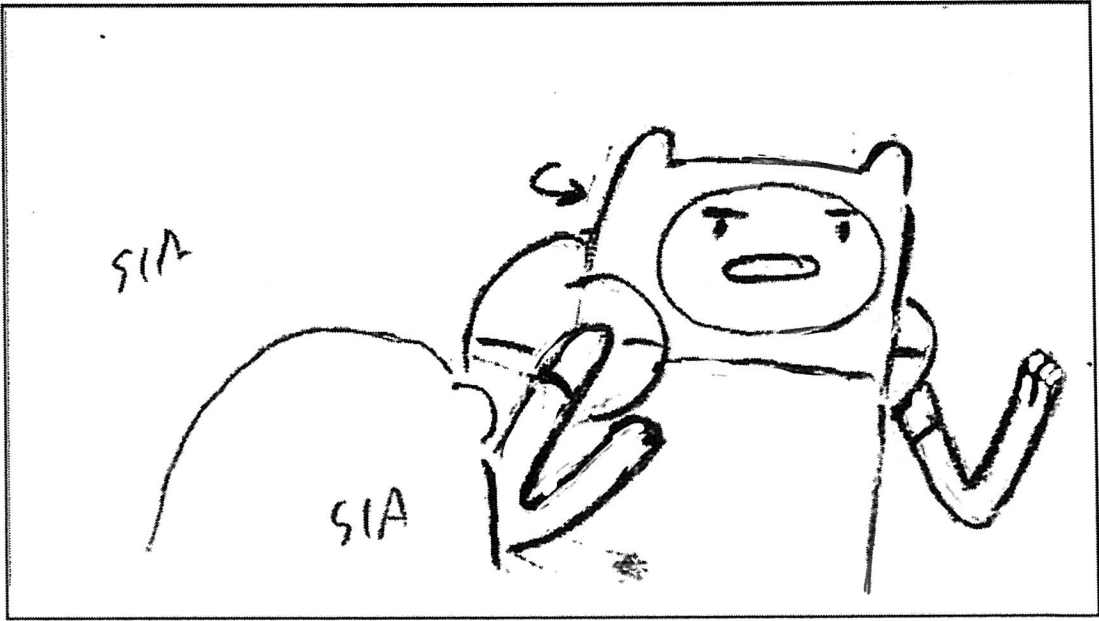
ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Sc. 39 Pnl. B Bg. day night



Dialog:

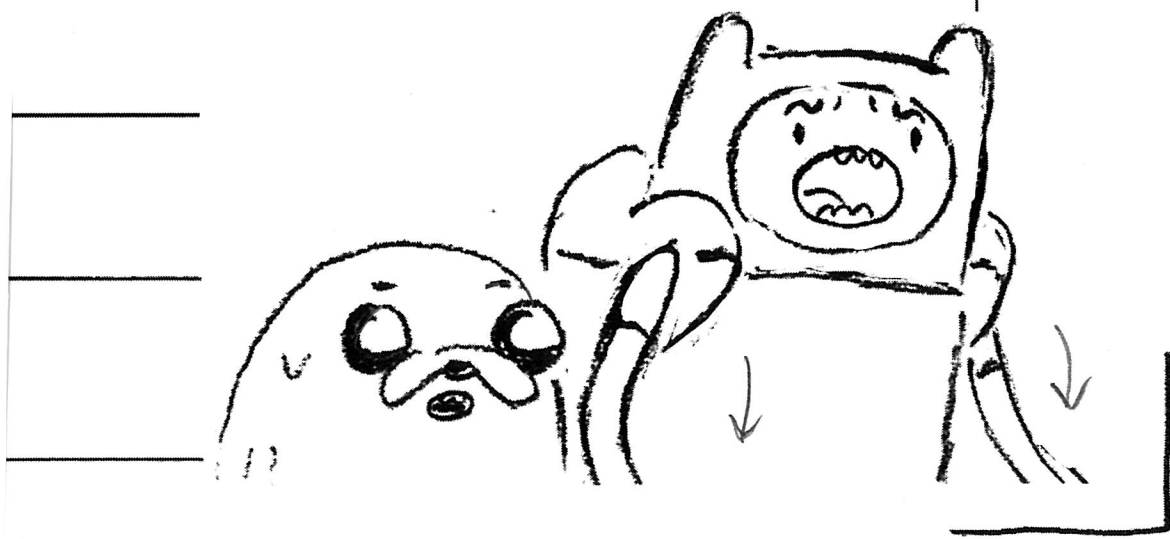
E: FAT SQUIRREL
IN TRUB!

Action:

Timing:



E: AAH!



EPISODE # 1025-179

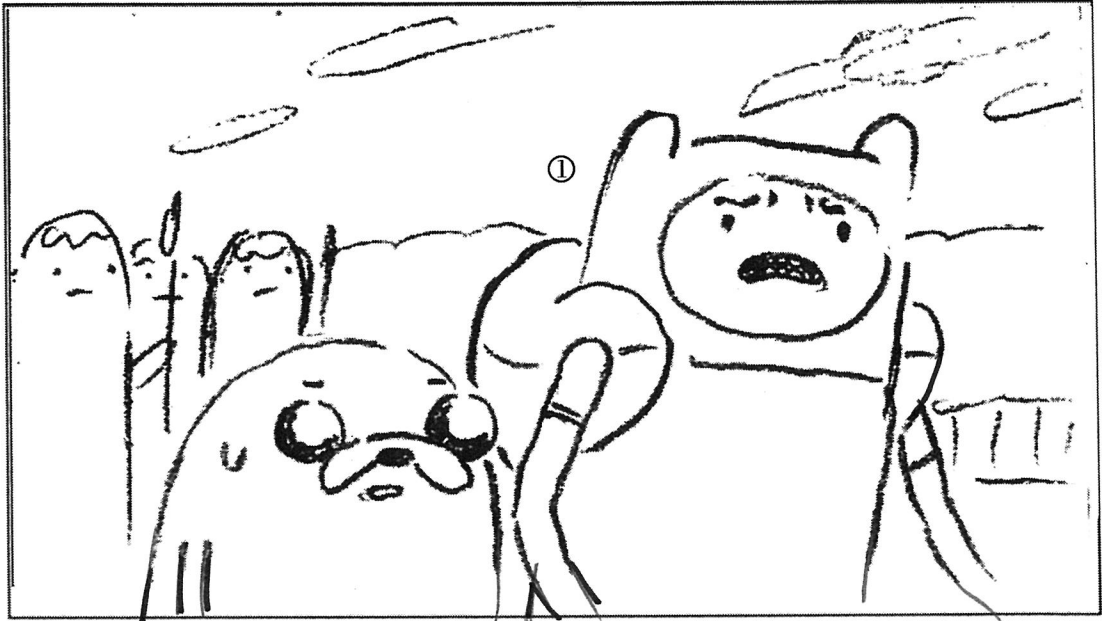
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog: F: OH NO—

Action: — SP TRUNDLES FORWARD TOWARD SQUIRREL

Timing:



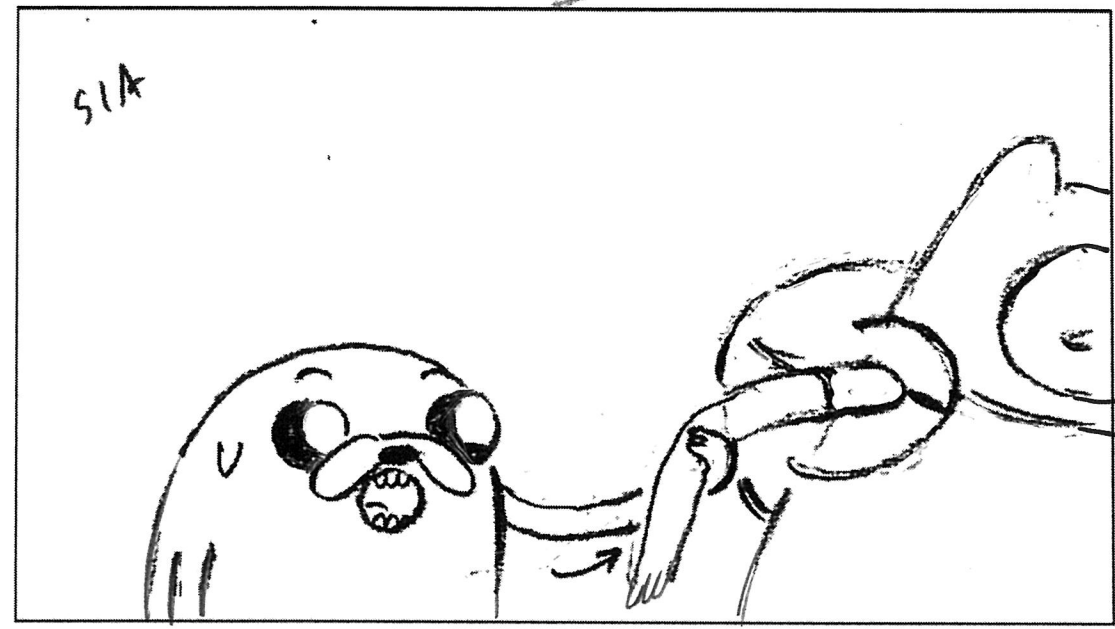
EPISODE # 1025-179

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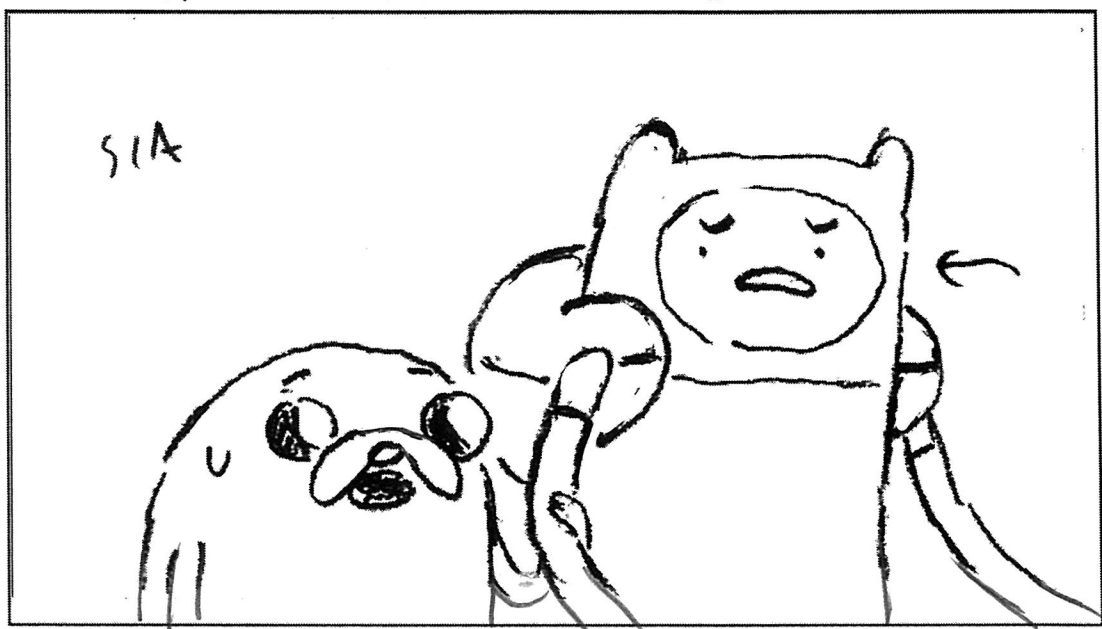
ADVENTURE TIME



Sc. 41 Pnl. B Bg. day night



Sc. 41 Pnl. C Bg. day night



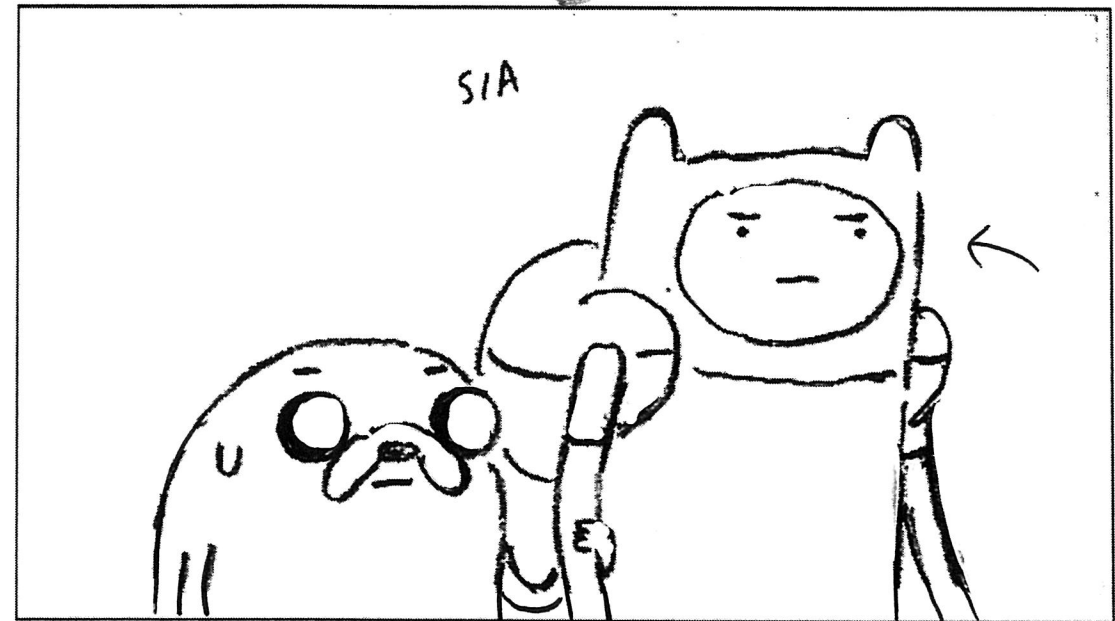
Dialog:	J= WALT, FINN!	J/ Lets just see how this plays out.
Action:	-J. STOPS FINN.	-J. PULLS F. BACK
Timing:		

EPISODE # 1025-179
Production :

ADVENTURE TIME



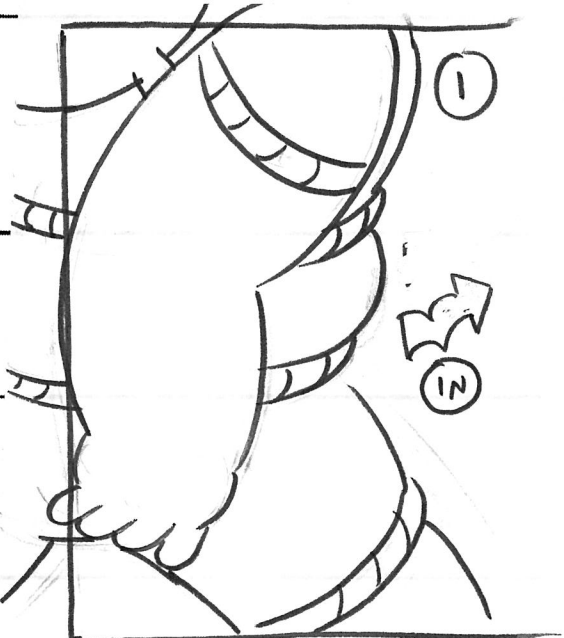
Sc. 41 Pnl. D Bg. day night



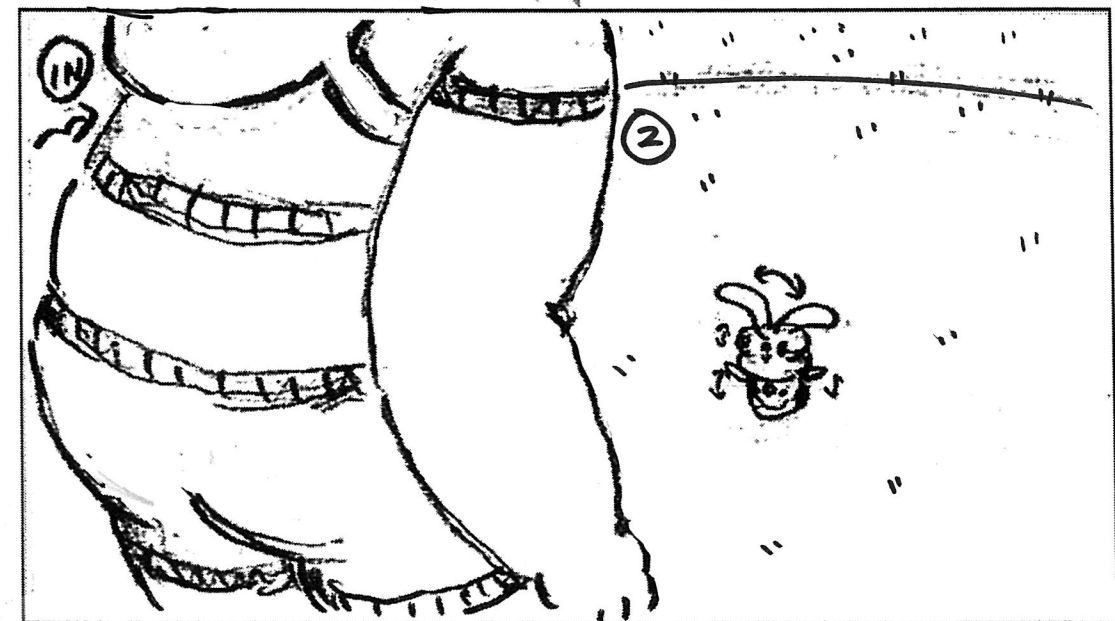
Dialog:

Action:

Timing:



Sc. 42 Pnl. A Bg. day night



-SP WALKS ON/S CAUTIOUSLY
- SQUIRREL'S TAIL FLICKS FRANTICALLY

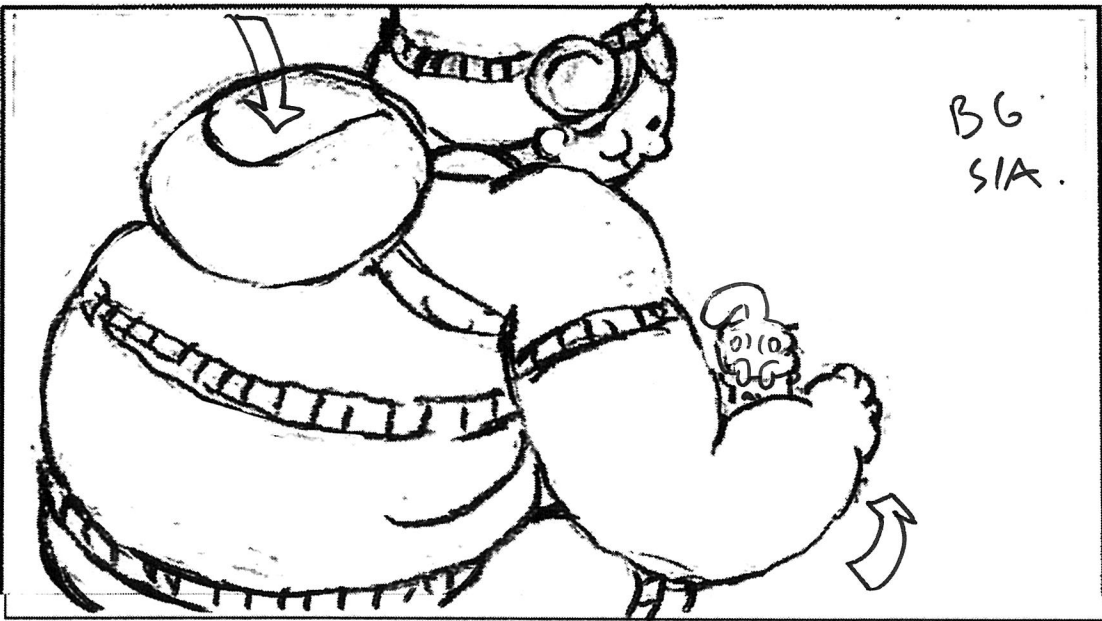
1025-179
EPISODE #
Production :

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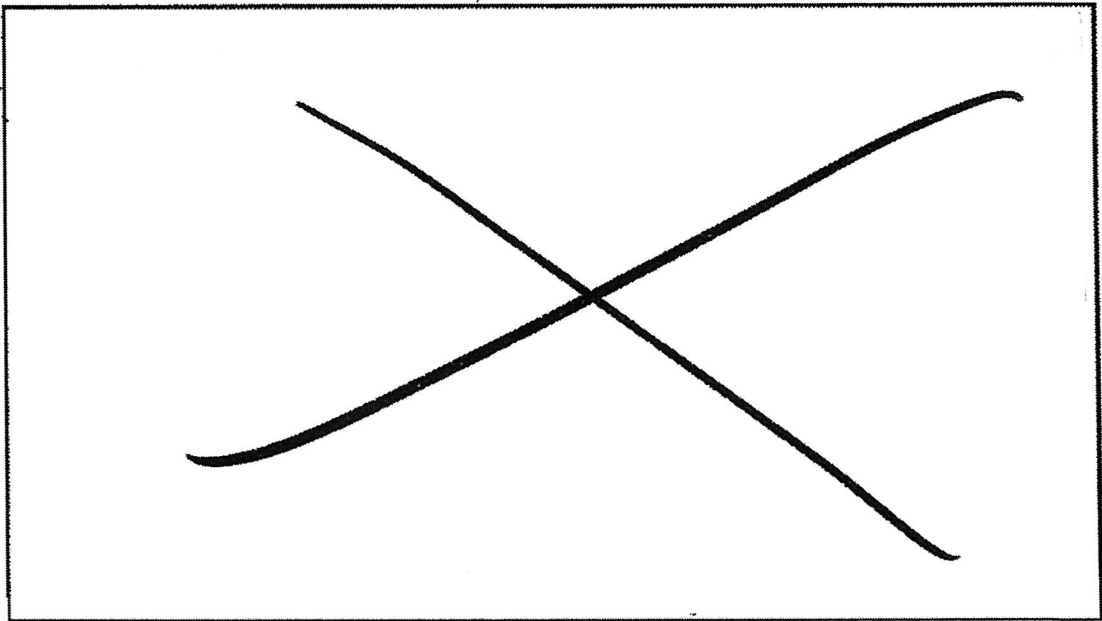
ADVENTURE TIME



Sc. 42 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - SP PROUCHES DOWN
Timing:

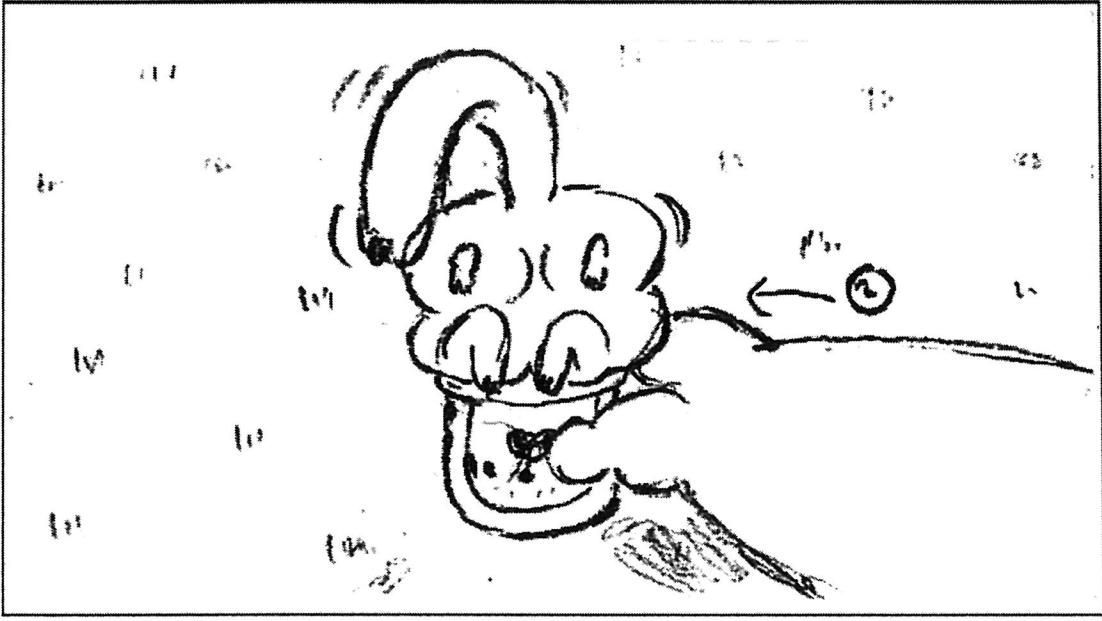
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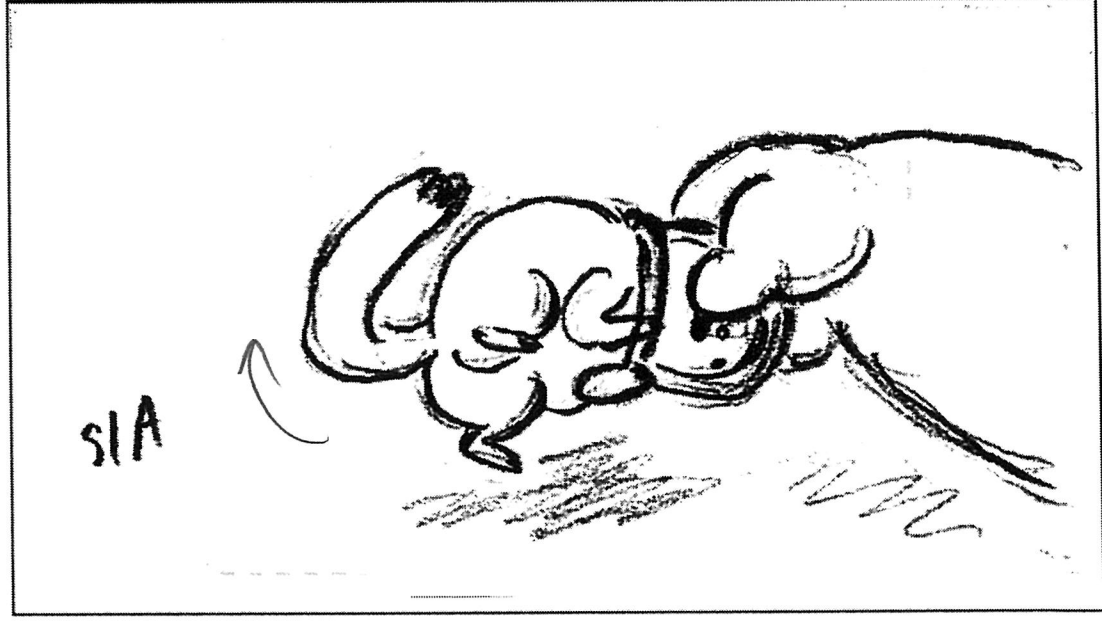
ADVENTURE TIME




Sc. 43 Pnl. A Bg. day night



Sc. 43 Pnl. B Bg. day night



Dialog:	
SFX: * CHITTERING *	
Action:	-SP GRASPS JAR
Timing:	
	
-SP GENTLY LIFTS + TURNS THE JAR, BRINGING THE SQUIRREL TO IT'S FEET	

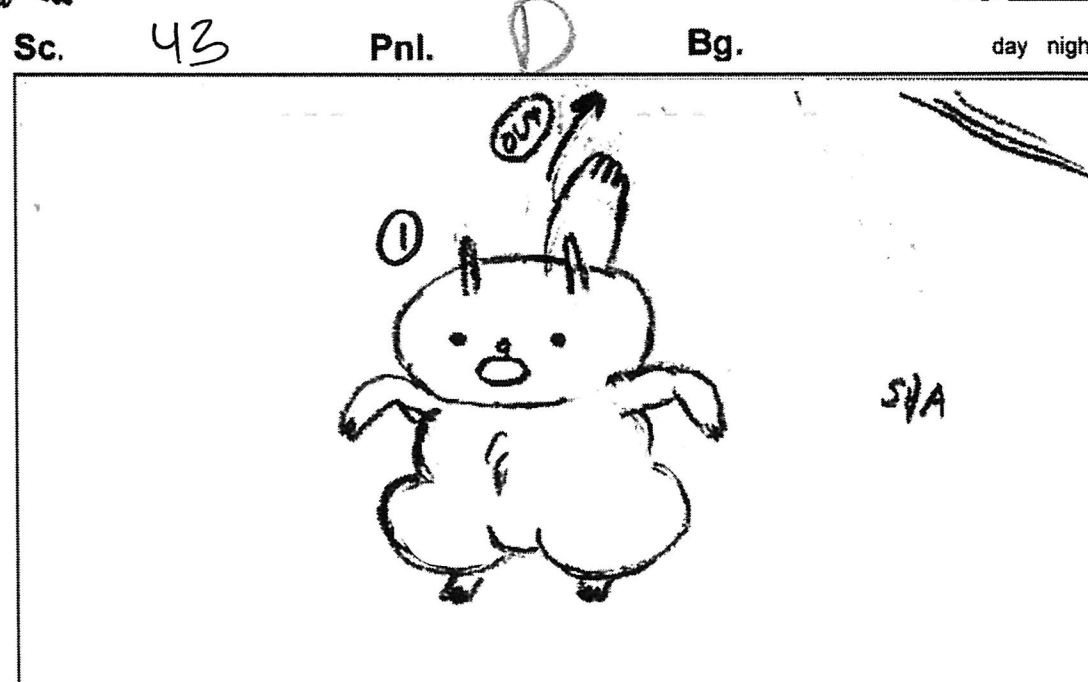
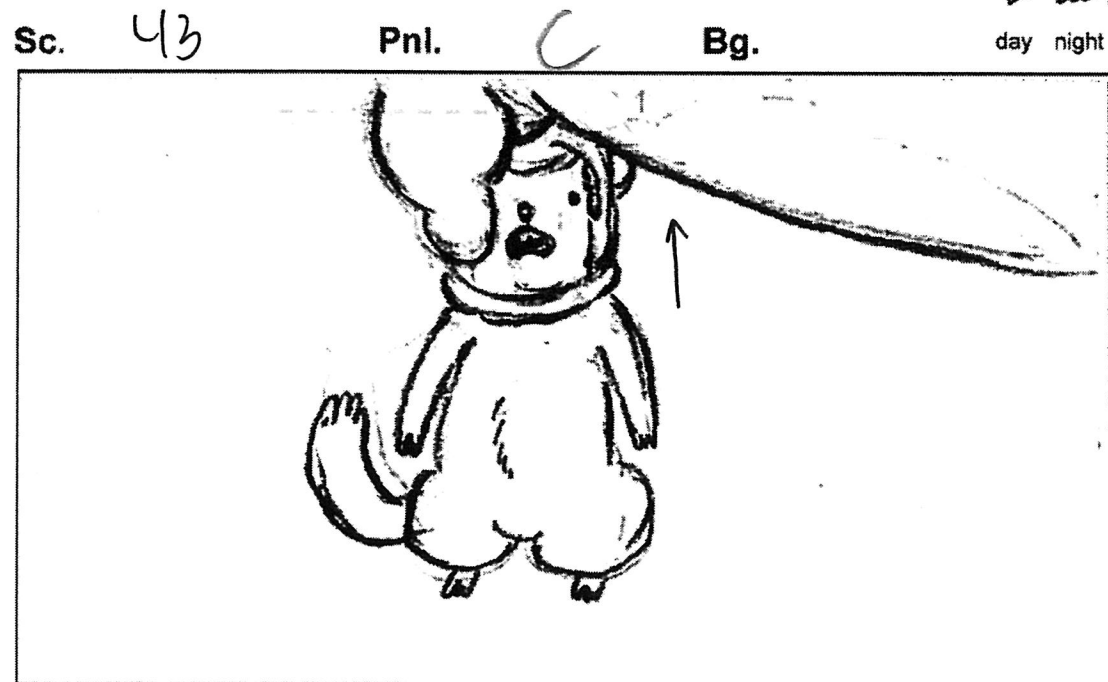
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ADVENTURE TIME



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Dialog:

SFX: POP

Action: - SP GENTLY PULLS UP THE JAR,
STRETCHING THE SQUIRREL SLIGHTLY

- SQUIRREL'S HEAD POPS
OUT OF THE JAR

Timing:



EPISODE #

1025-179

ADVENTURE TIME



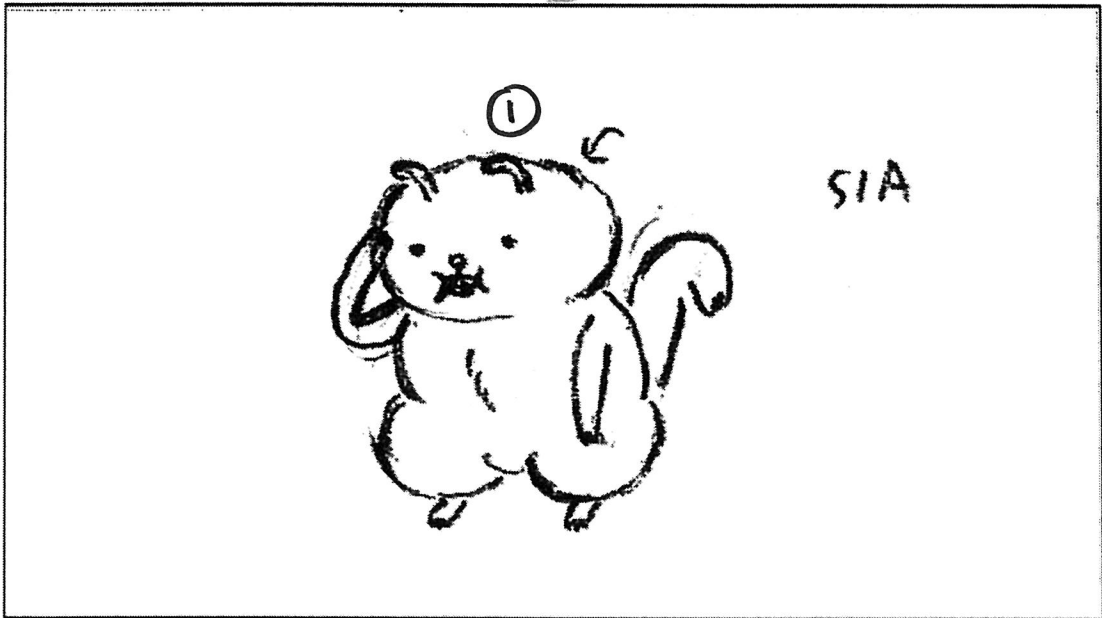
Page 56

Sc. 43

Pnl. E

Bg.

day night



Sc. 43

Pnl. F

Bg.

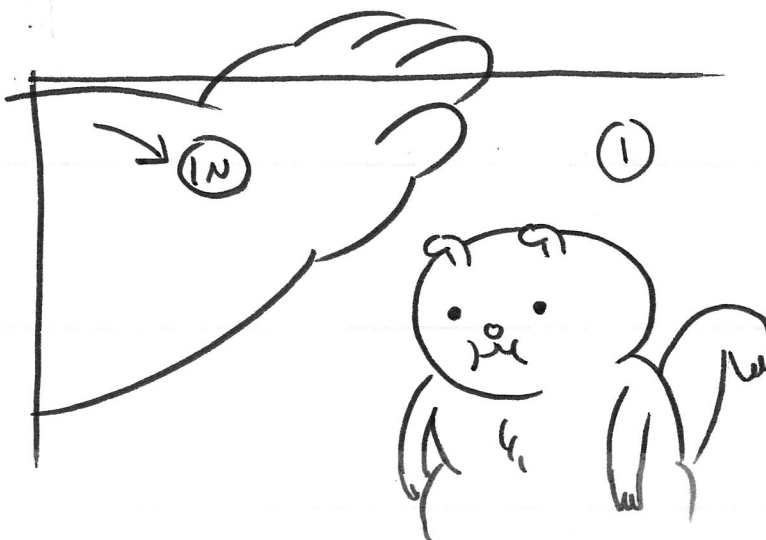
day night



Dialog:

Action:

Timing:



SFX: * PAT - PAT *

- SP'S HAND COMES IN,
PAT'S SQUIRREL ON THE HEAD
GENTLY

Cycle:
(2), (3), (2), (3)



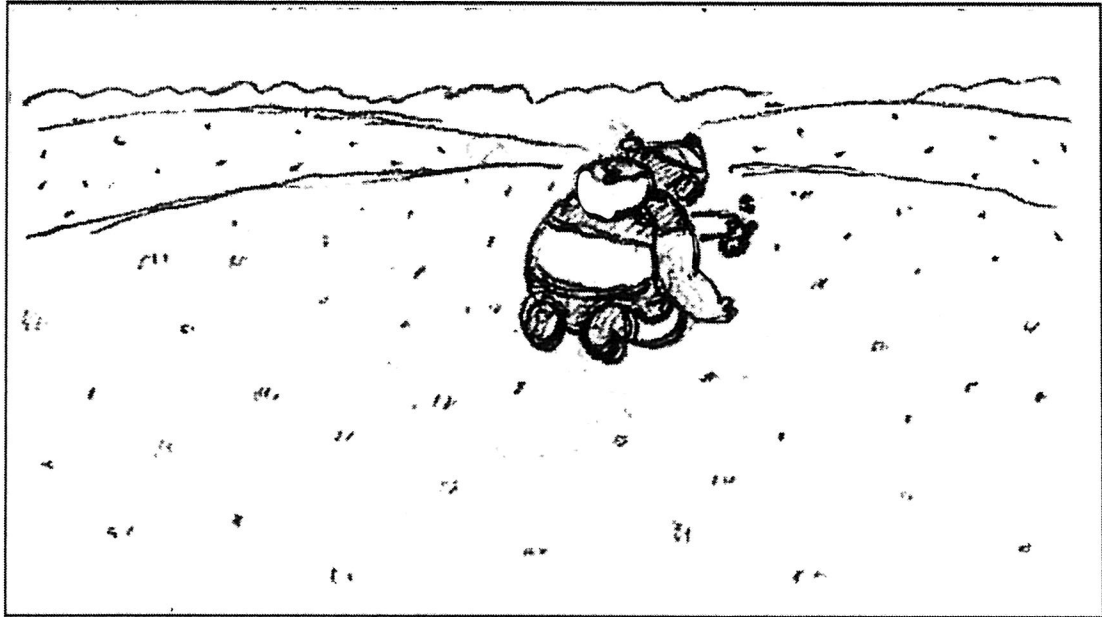
EPISODE #

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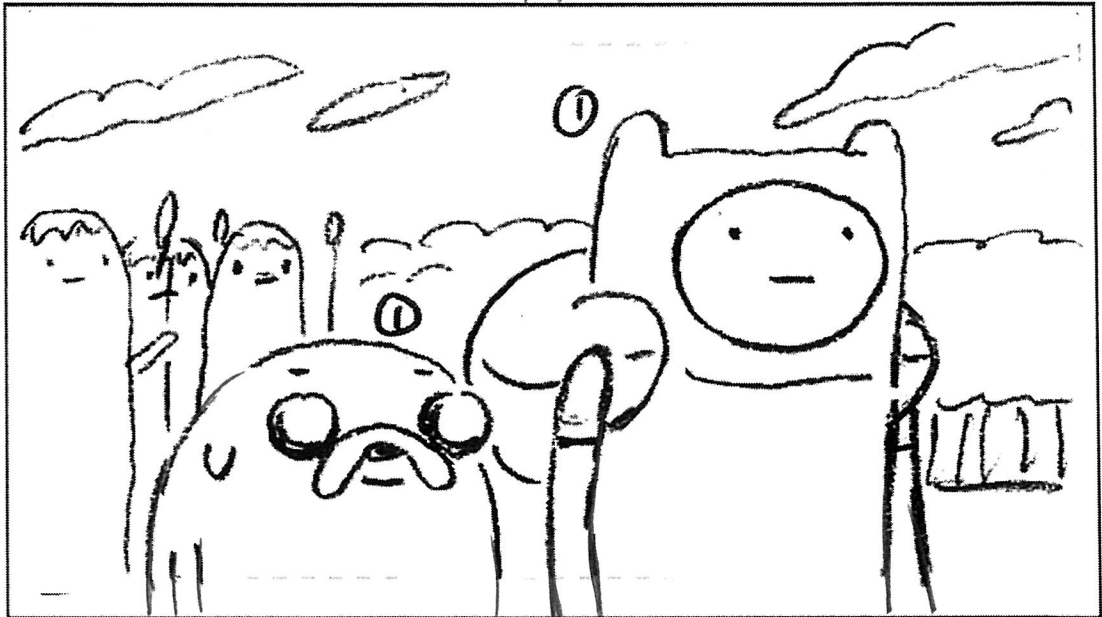
ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 45 Pnl. A Bg. day night

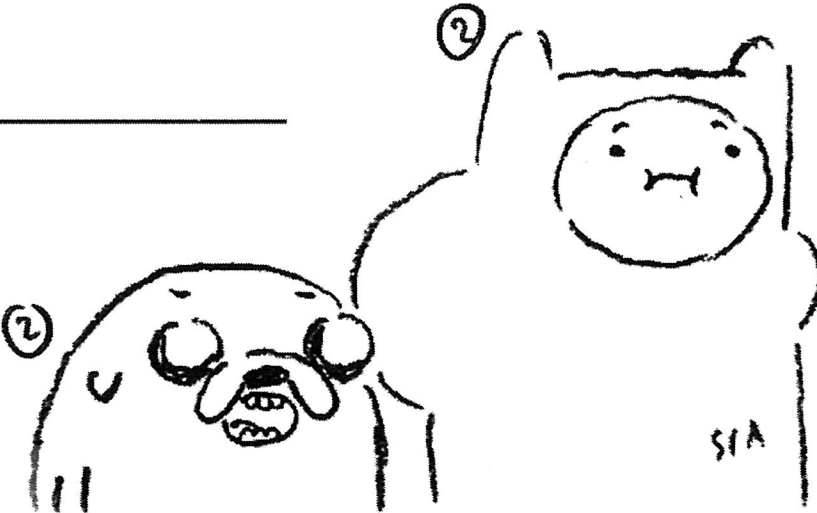
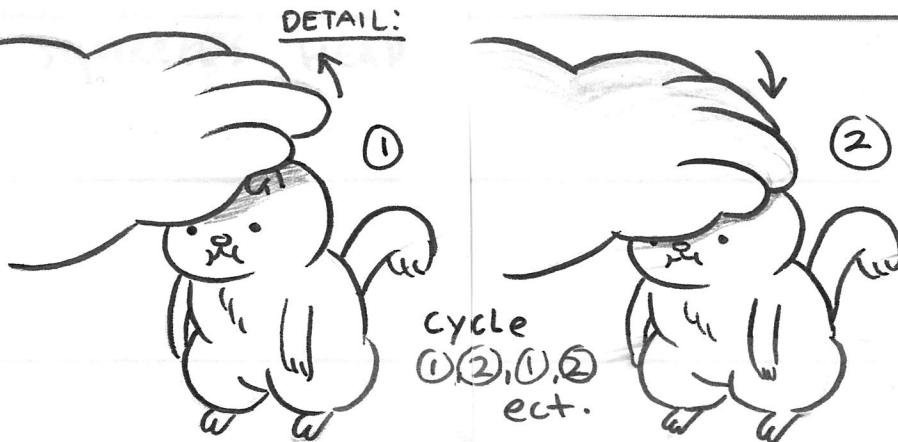


Dialog:

J: D'AWWW.

F: HMM.

ACTION:
SP GENTLY PAT-
TING SQUIRELL'S
HEAD.
Ti



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Wipe

Sc. 46 Pnl. A Bg. day night

Dialog:

Action:

Timing:

-26
CANDY KIDS

-EXT CANDY KINGDOM
SCHOOLYARD

DETAIL:

1025-179

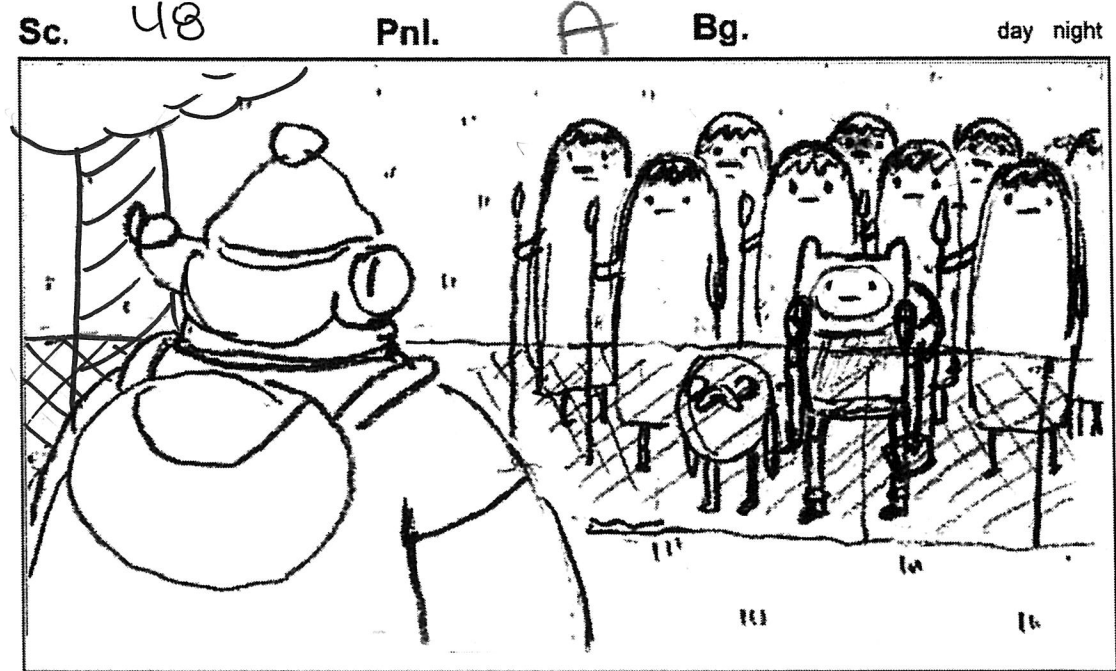
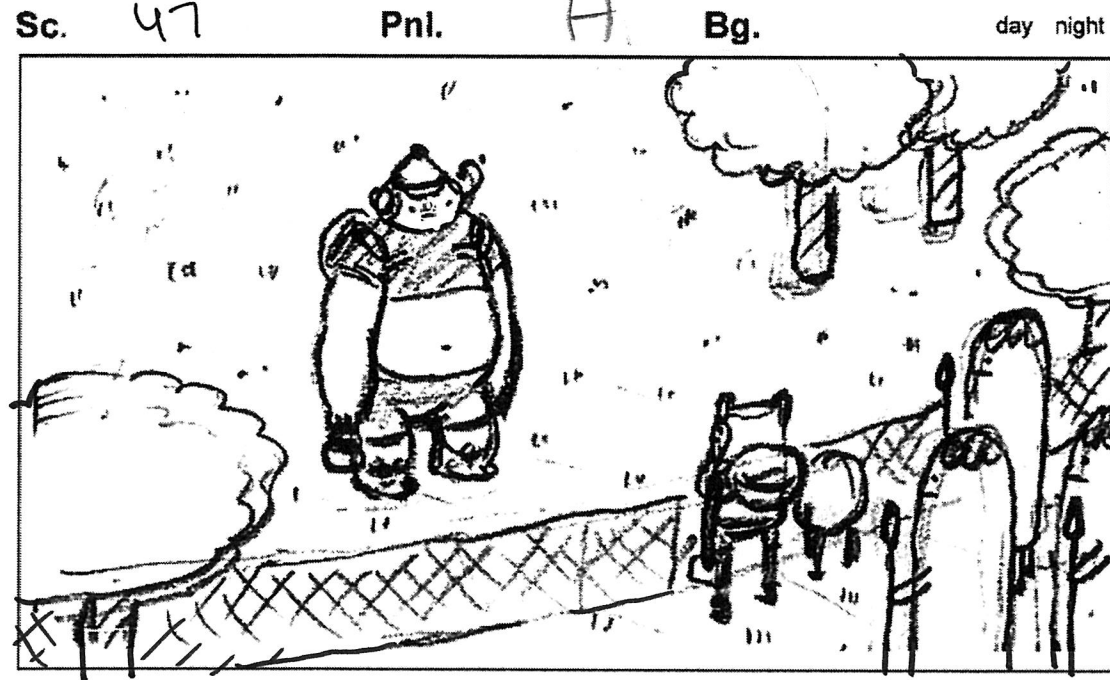
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

Action:

-FINN PULLS UP PENCIL AND NOTEPAD

Timing:



EPISODE #

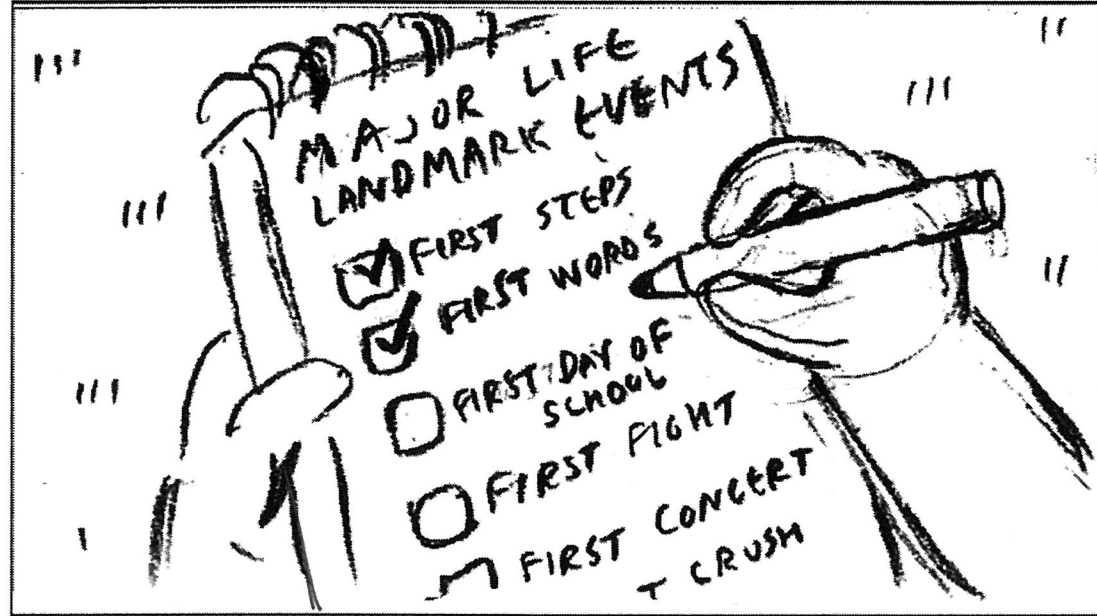
1025-179

ADVENTURE TIME

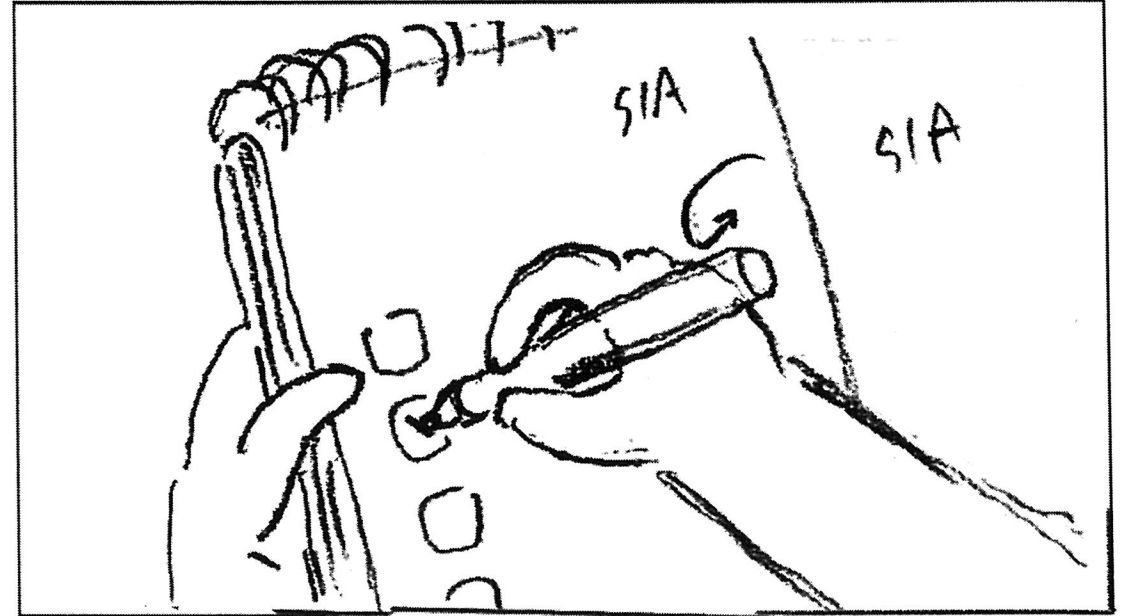


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Sc. 49 Pnl. A Bg. day night



Sc. 49 Pnl. B Bg. day night



Dialog:

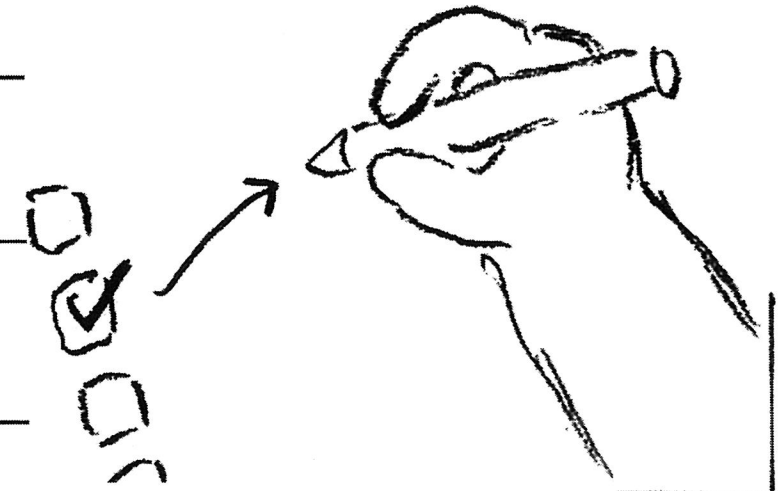
F: ... ALRIGHT ...

SFX: *CHKK* *

Action:

- F CHECKS OFF
A BOX

Timing:



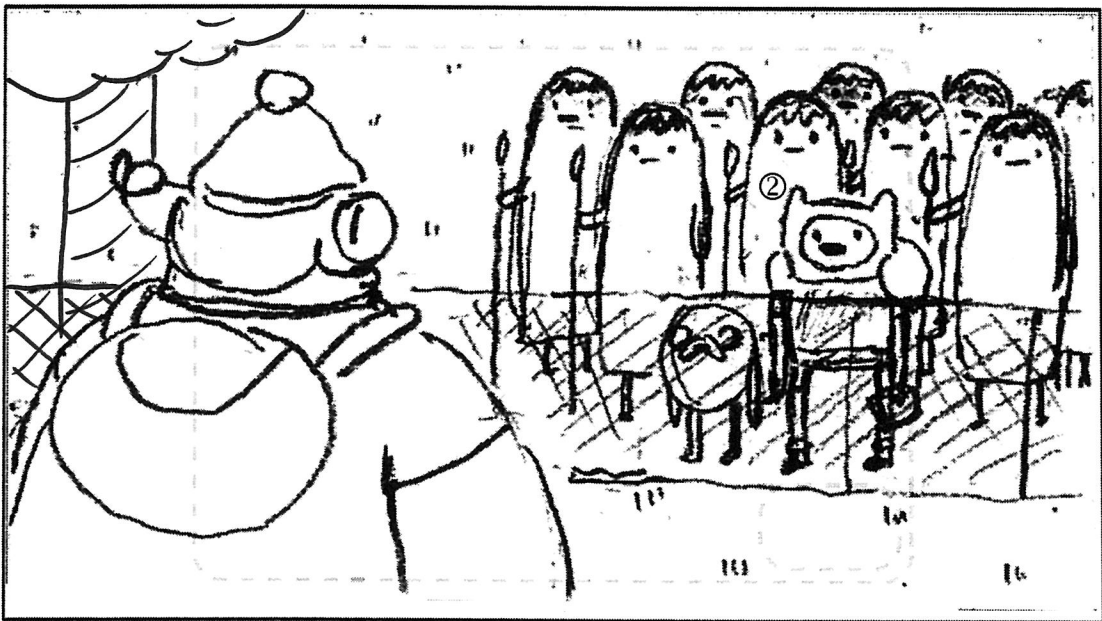
1025-179

EPISODE #

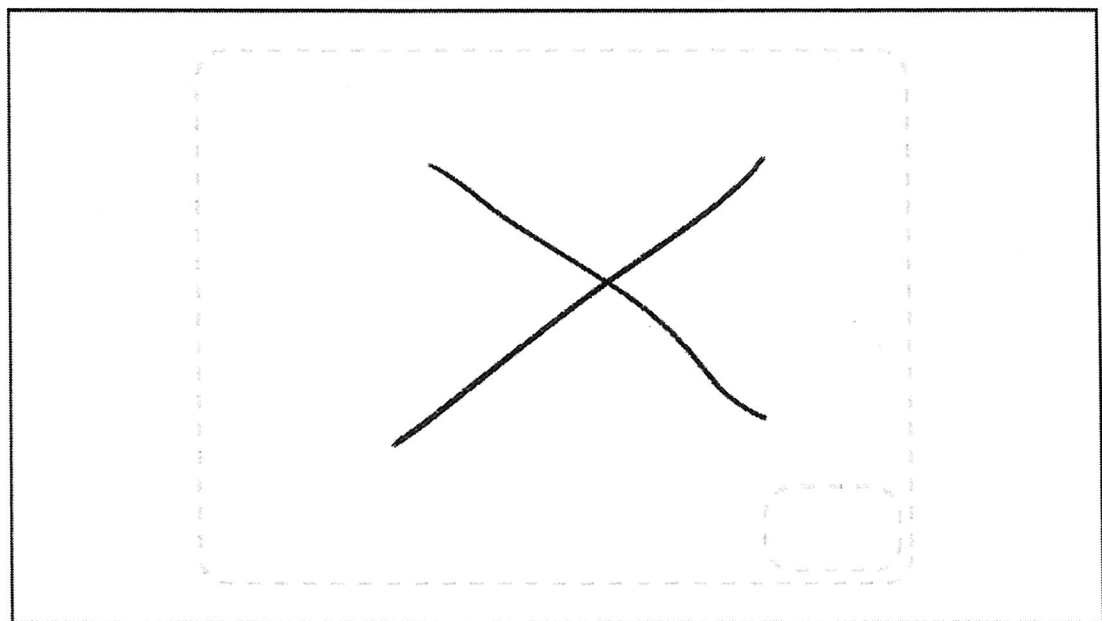
ADVENTURE TIME



Sc. 50 Pnl. A Bg. day night




Sc. Pnl. Bg. day night



Dialog:
F : WGLP. ② SEE YA LATER, SWEET P..

Action:

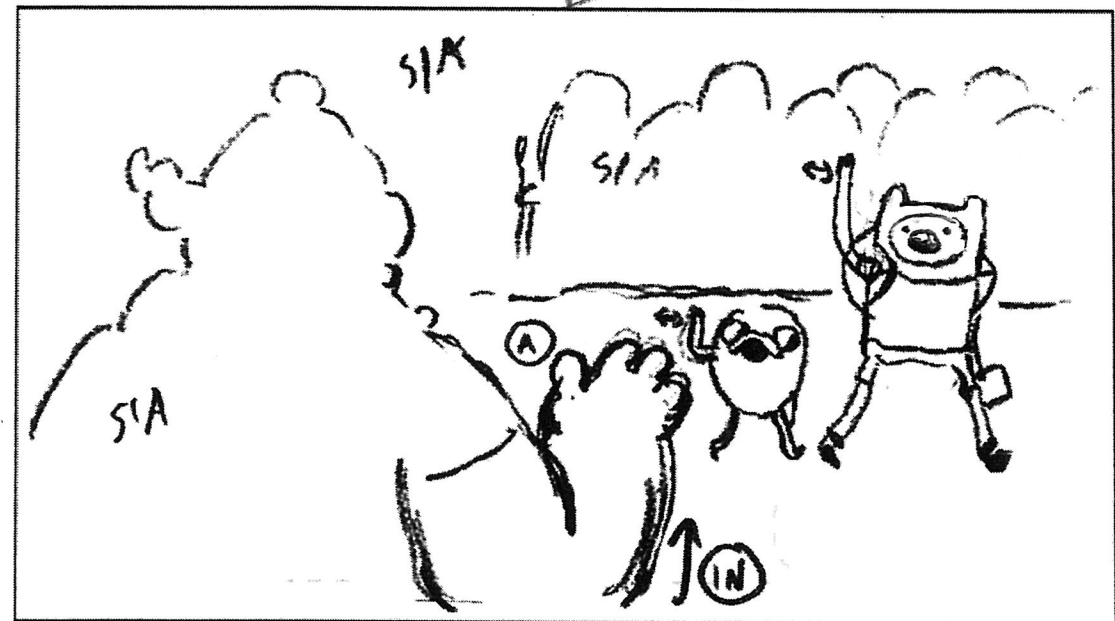
Timing: ①  ② 

EPISODE # 1025-179
Production :

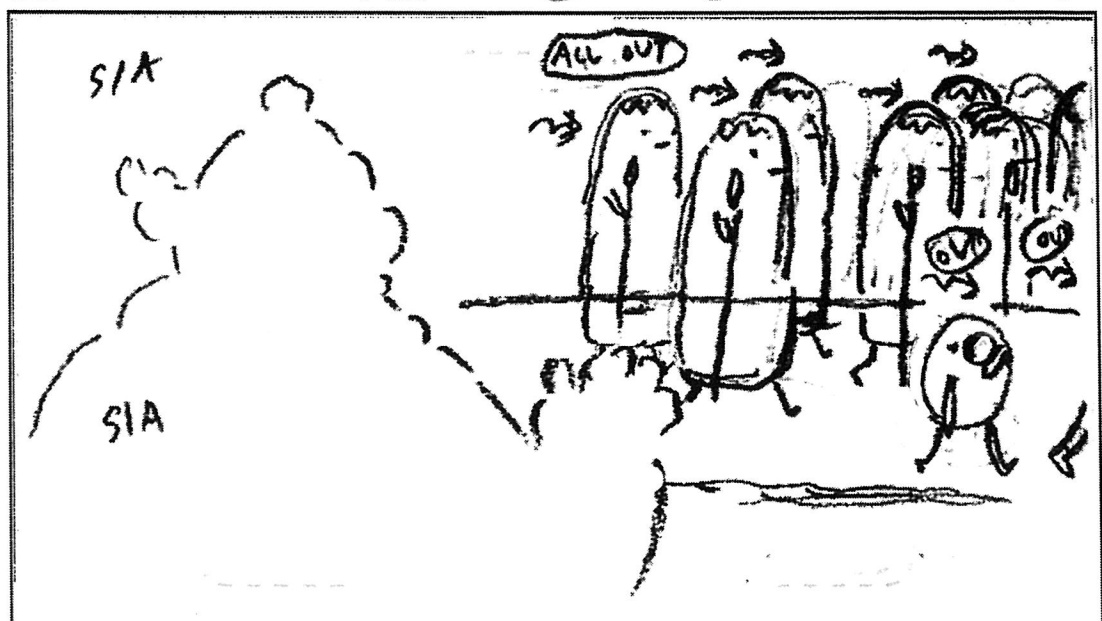
ADVENTURE TIME



Sc. 50 Pnl. B Bg. day night



Sc. 50 Pnl. C Bg. day night



Dialog:
F/J : BYE ~ !

Action:
- F+J START TO WALK OFF, WAVING
- SP WAVES (A) ↔ (B)

Timing:

(B)

- BANANA GUARDS FOLLOW F+J, THEY ALL WALK OFF IS

EPISODE # 1025-179

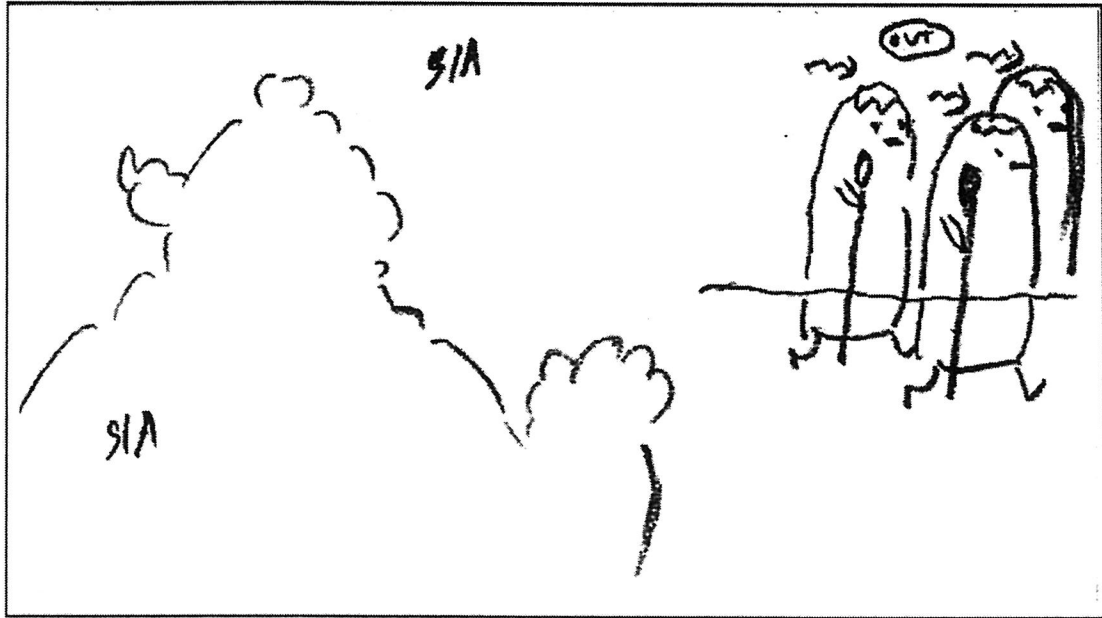
Production :

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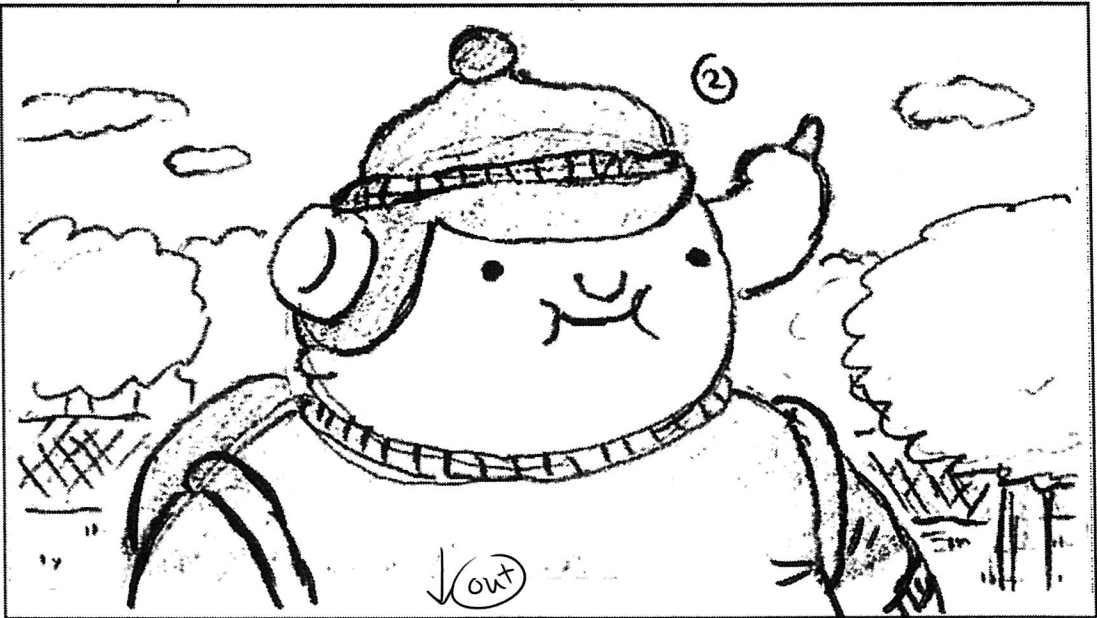
ADVENTURE TIME



Sc. 50 Pnl. D Bg. day night



Sc. 51 Pnl. A Bg. day night



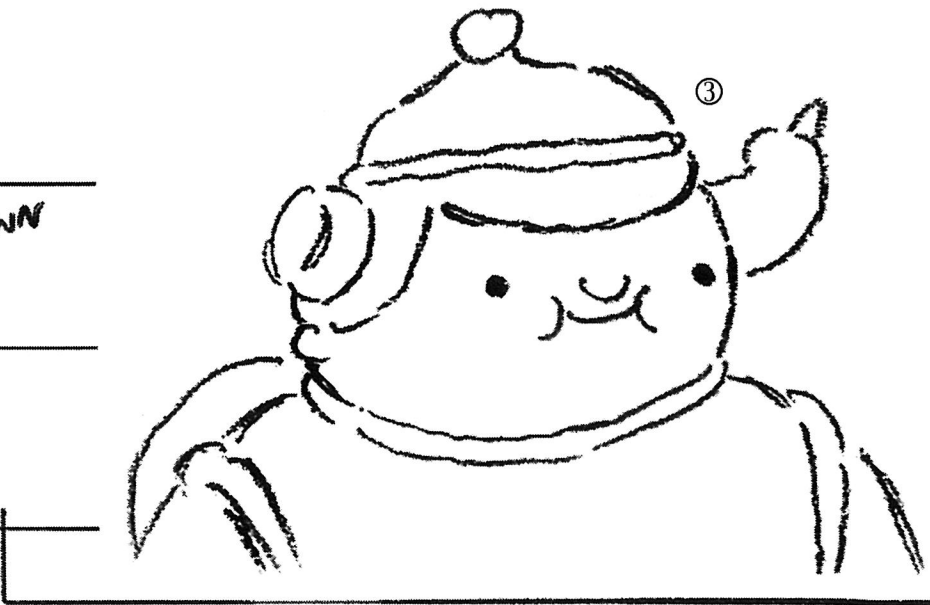
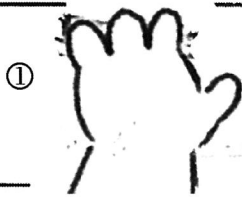
Dialog:

SP/ Bye teddy man!

Action:

- SP KEEPS WAVING UNTIL EVERYONE IS OUT OF SIGHT - DROPS ARM - SP LOOKS DOWN

Timing:



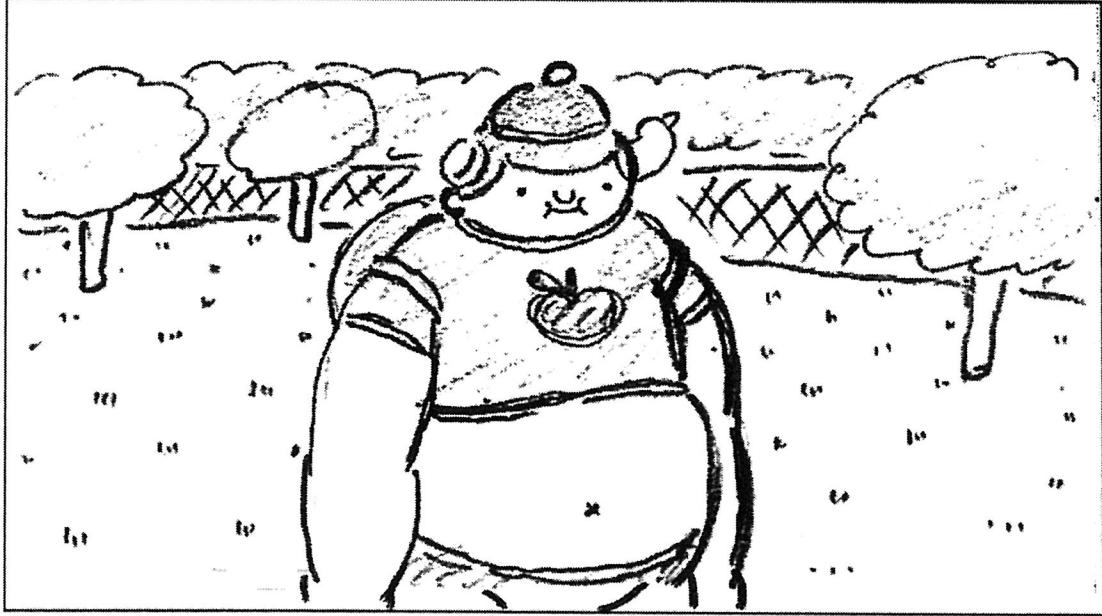
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ADVENTURE TIME



Sc. 52 Pnl. A Bg. day night



Sc. 52 Pnl. B Bg. day night



Dialog:
Action:
Timing:

-SP RAISES INDEX FINGERS.

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Production :

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ADVENTURE TIME

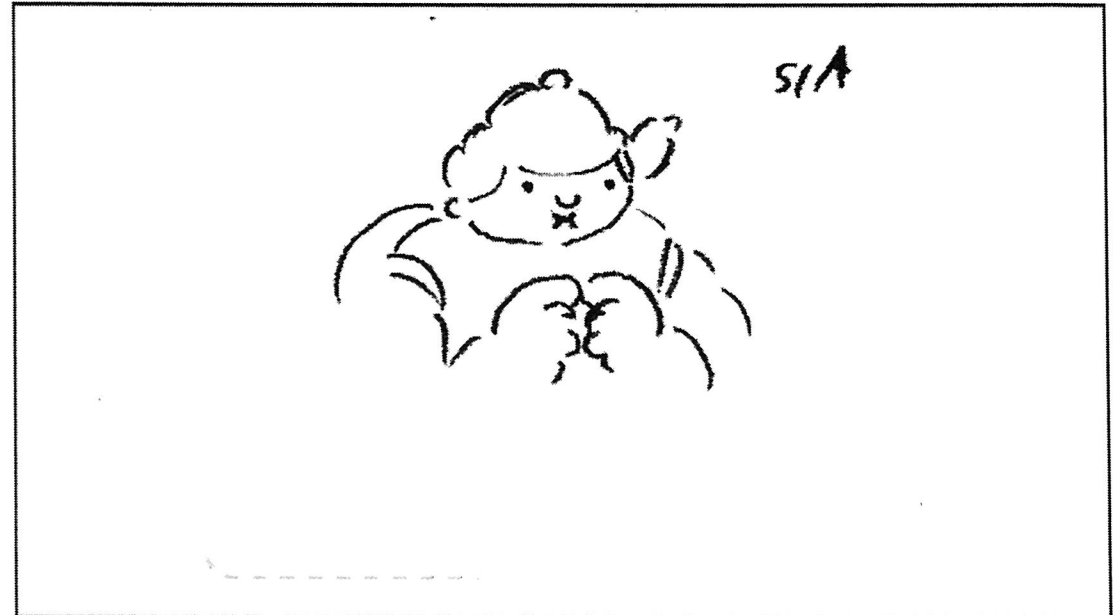


Page 65

Sc. 52 Pnl. C Bg. day night



Sc. 52 Pnl. D Bg. day night



Dialog:

CANDY KID #1 (offs) HEY
BABY MAN!

Action:

- SP PLAYS WITH HIS HANDS
ABSENT-MINDEDLY
- RPT PANEL B+C 2X (SLIGHT HOLD
ON C)

Timing:

1025-179

EPISODE #

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ADVENTURE TIME



Sc. 52 Pnl. E Bg. day night

Sc. 53 Pnl. A Bg. day night

Dialog:	C. KID #1: DID YOUR GRANDMA KNIT YOUR CLOTHES?
Action:	- SP TURNS
Timing:	

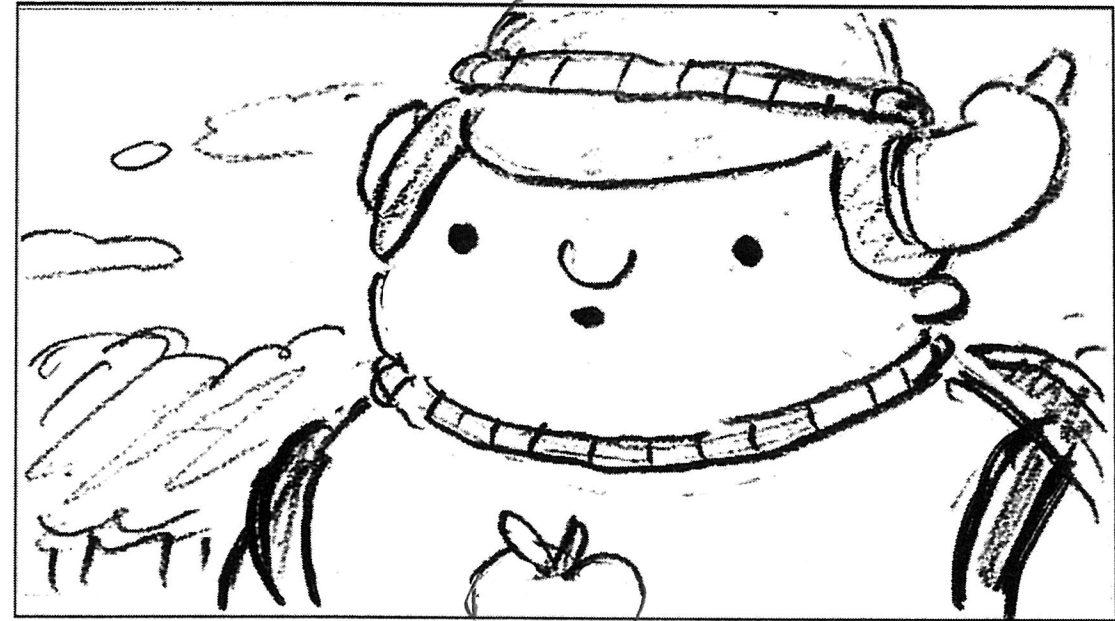
EPISODE # 1025-179
Production :

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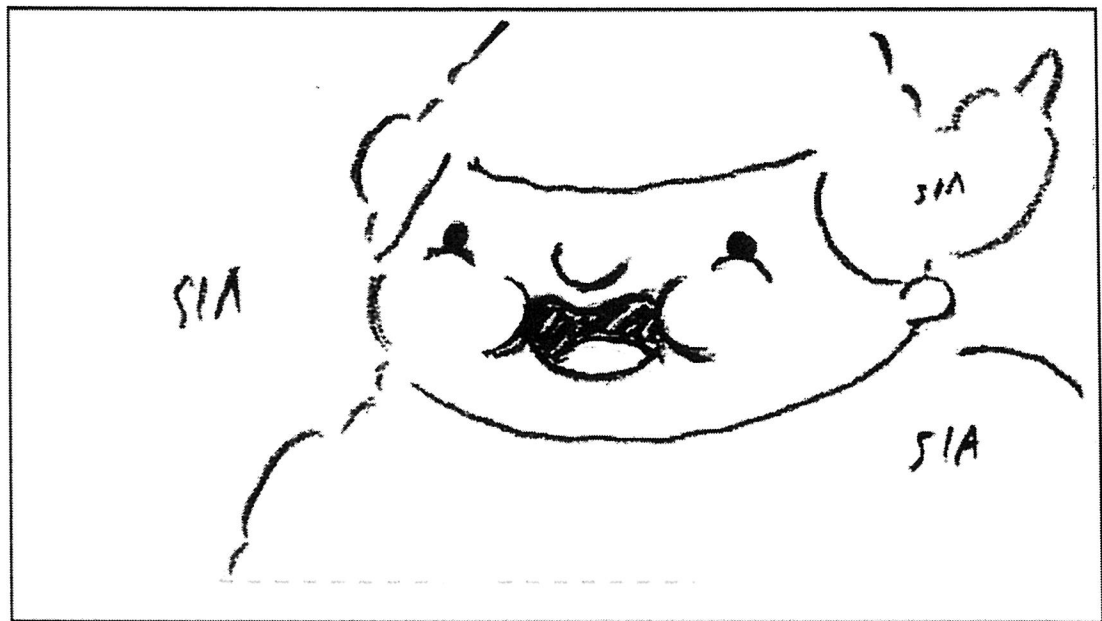
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night



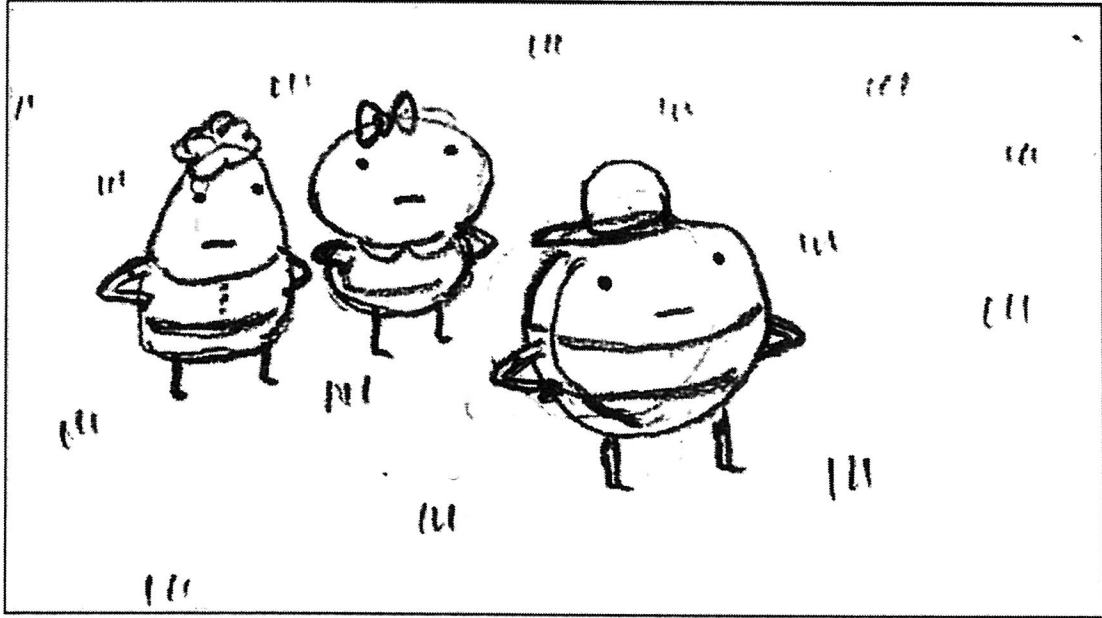
Dialog:	SP: YEAH! AND SHE'S MY MOM.
Action:	
Timing:	

EPISODE # 1025-119
Production :

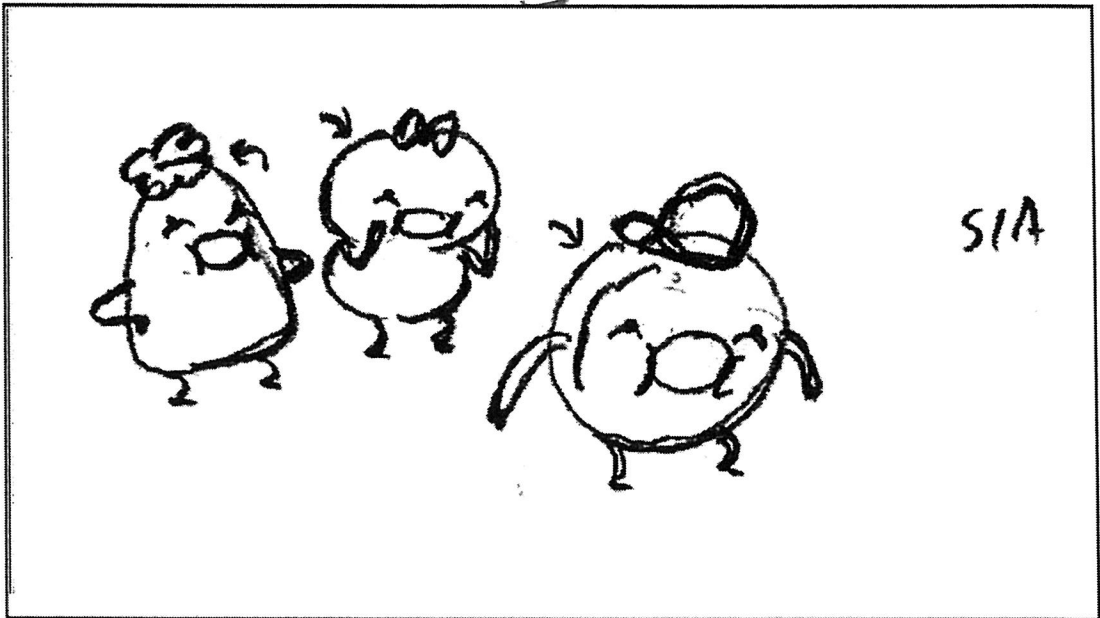
ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. 55 Pnl. B Bg. day night

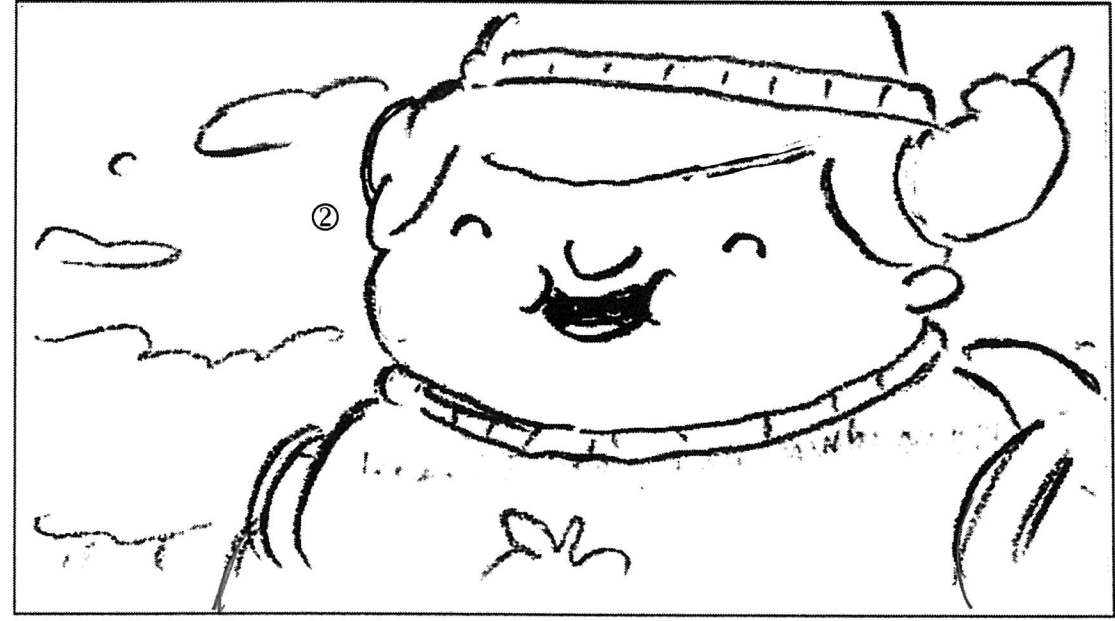


Dialog:	C. KIDS : ...	C. KIDS : HAHAHAA
Action:	- C. KIDS BURST INTO LAUGHTER.	
Timing:		

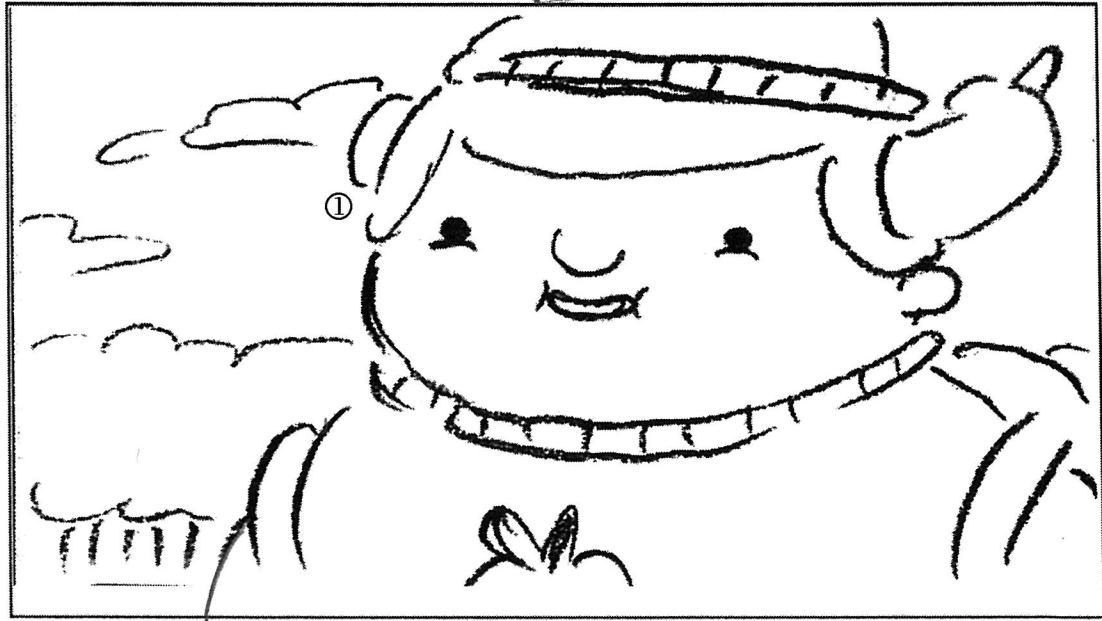
ADVENTURE TIME



Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night





Dialog: SP: (LAUGHS ALONG)

Kid#1/ Why you laughing baby man.
You're not even a real kid!

SP: (SMALL, HIGH PITCHED) HUM?

Action:

Timing:



1025-179

EPISODE #

Production :

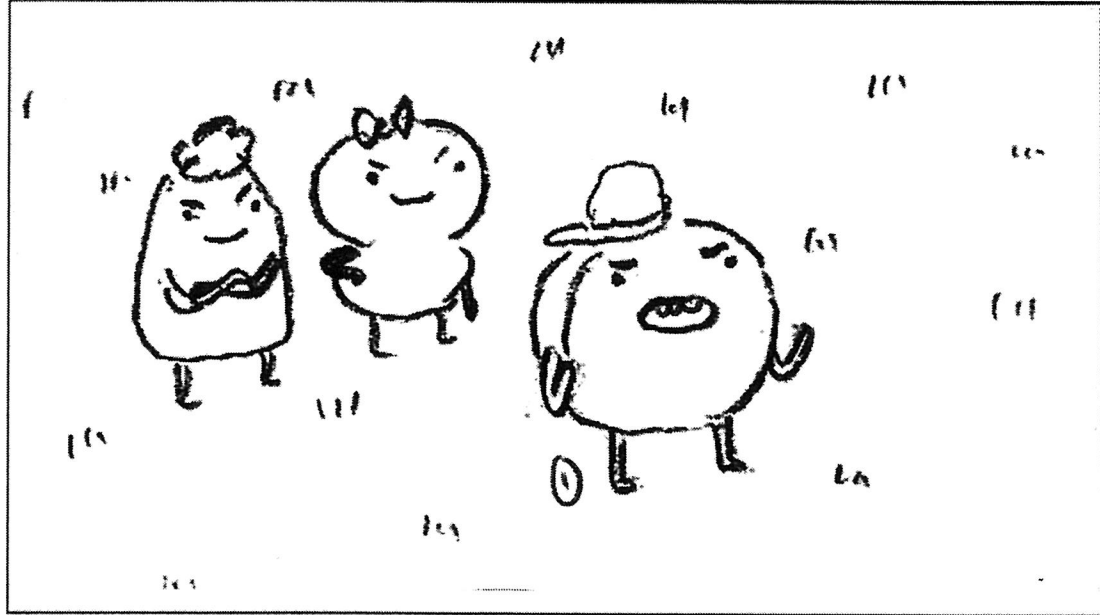
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ADVENTURE TIME



Page 70

Sc. 57 Pnl. A Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:

CKID1: YOU'RE NOTHIN
BUT A BIG,
WEIRD BABYMAN!

Candy Kids/ [Laughing]

Action:

Timing:



EPISODE #

1025-179

Production :

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ADVENTURE TIME



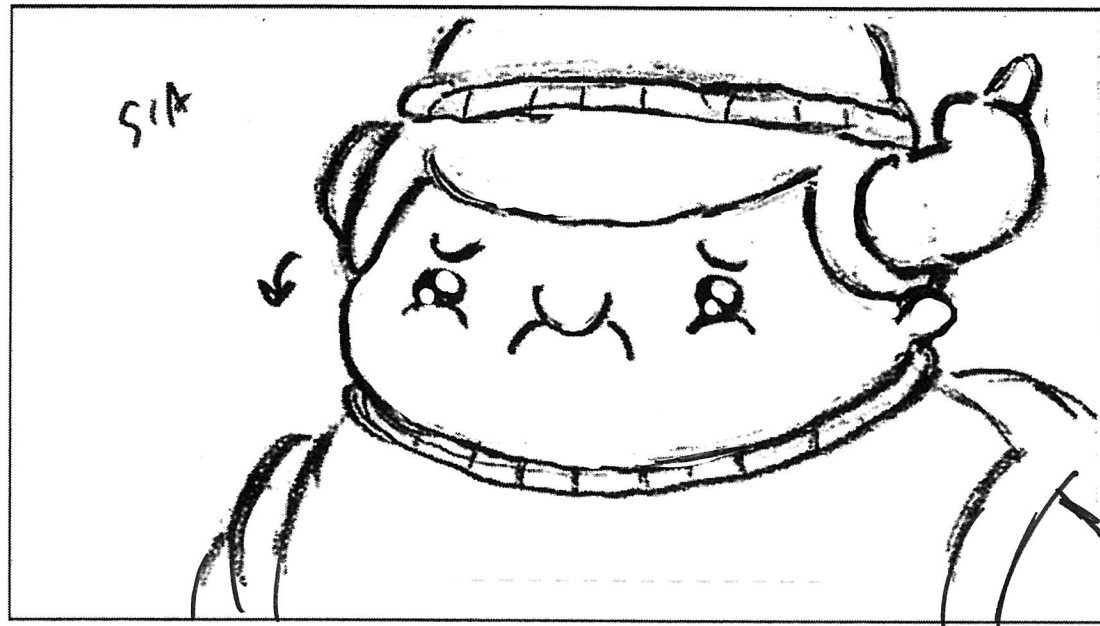
Page 71

Sc. 58

Pnl. B

Bg.

day night



Sc. 58

Pnl. C

Bg.

day night



Dialog:

C. KIDS : (MEAN LAUGHTER)

SFX : *SCHOOL BELL*

Action:

- SP'S EYES WEN UP

- SP LOOKS UP

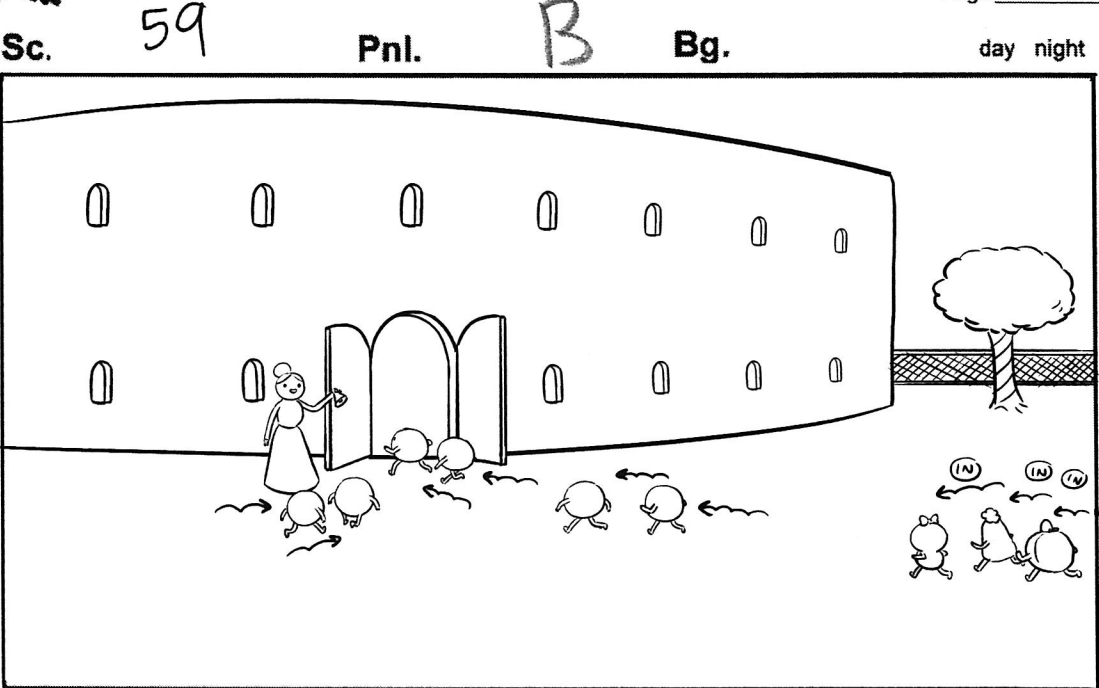
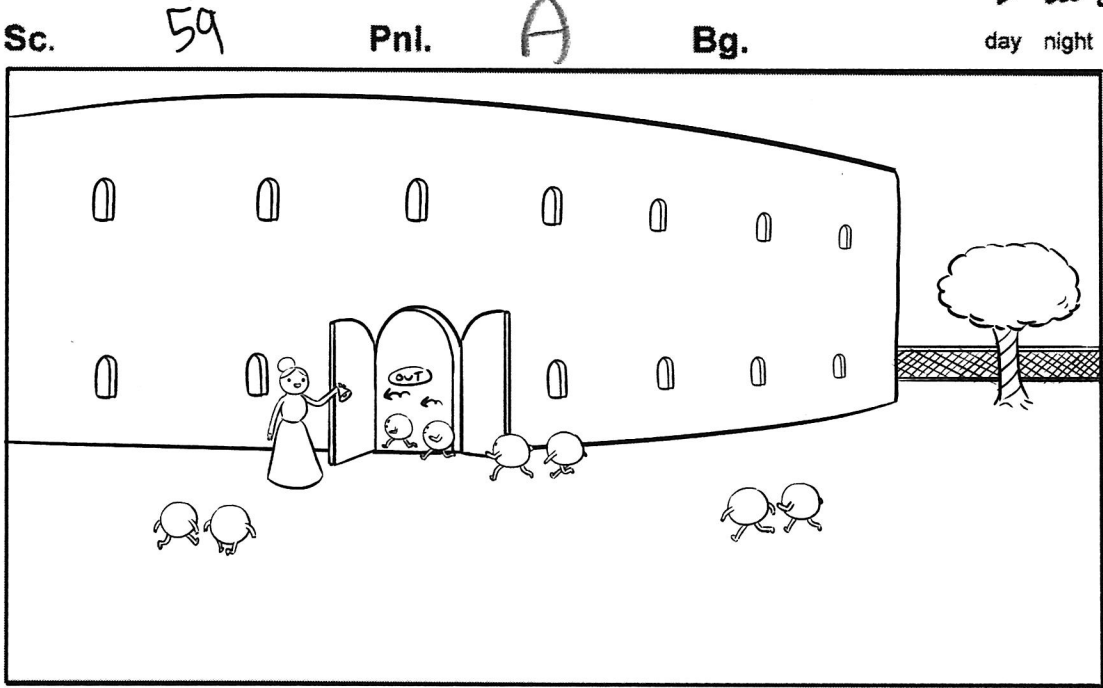
Timing:

1025-179

EPISODE #

Production :

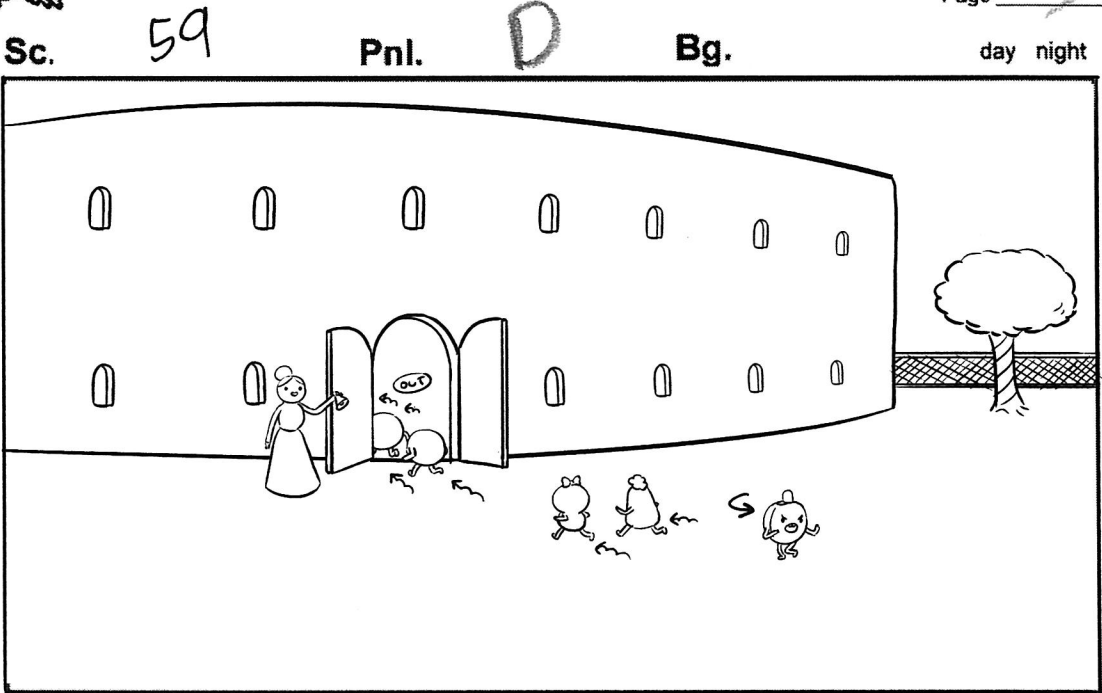
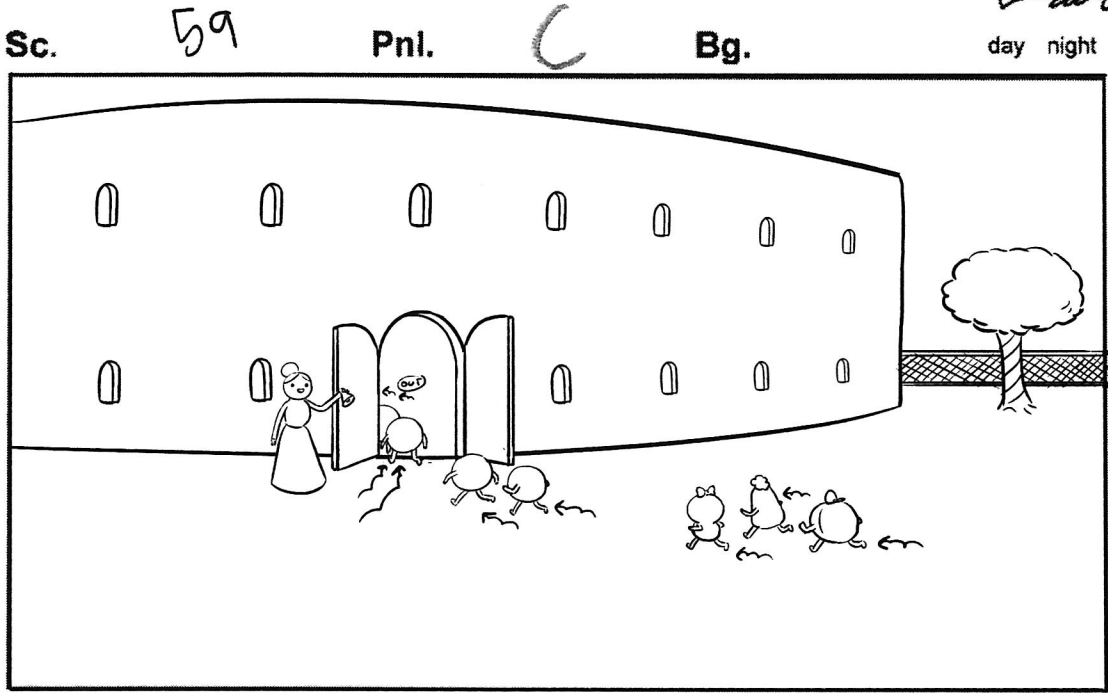
ADVENTURE TIME



Dialog:	SFX: * BELL RINGING *
Action:	- CANDY KIDS RUN INTO SCHOOL - KID 3, KID 2, AND KID 1 RUN ON/S
Timing:	

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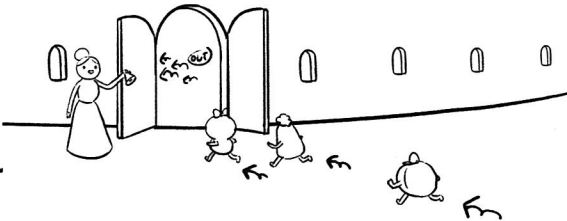
Dialog:

KID 1 : BABYMAN !

Action:

- KID 1 STOPS AND TURNS TO SHOUT HIS FINAL TAVNT, CONTINUES RUNNING

Timing:



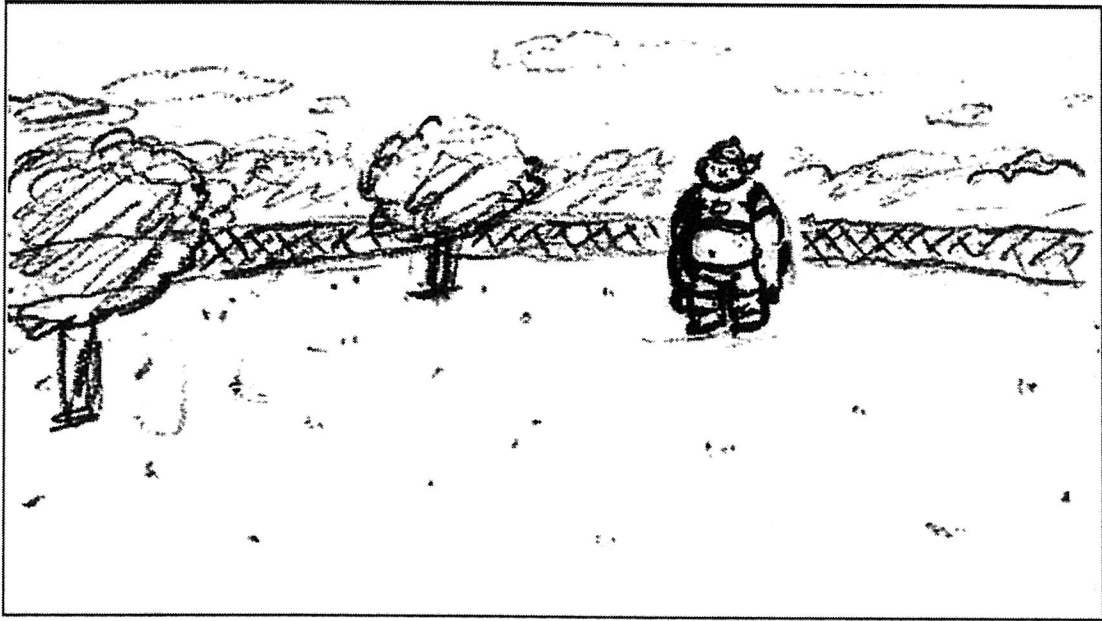
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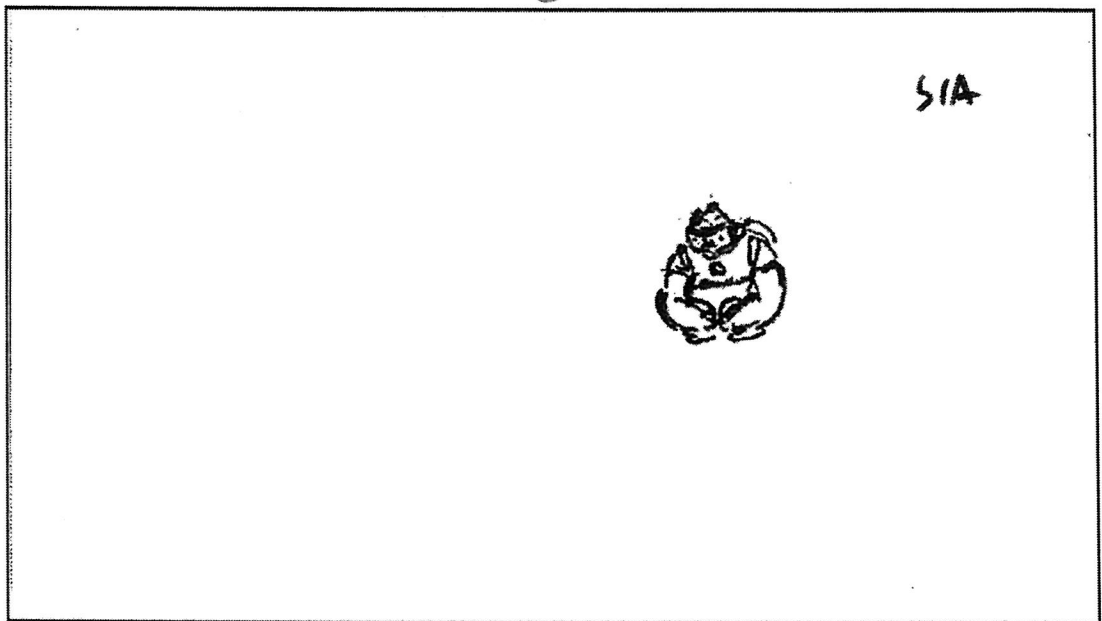
ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. 60 Pnl. B Bg. day night



Dialog:	
Action:	(BIG VERSION)
- SP SITS DOWN ON THE GRASS SADLY	
Timing:	



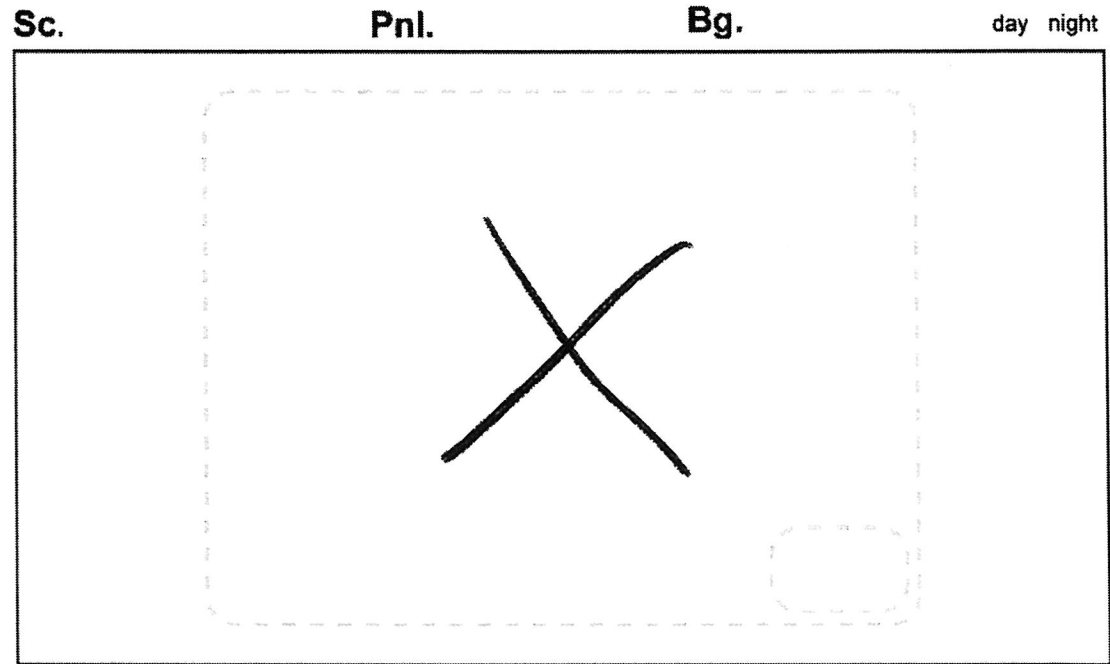
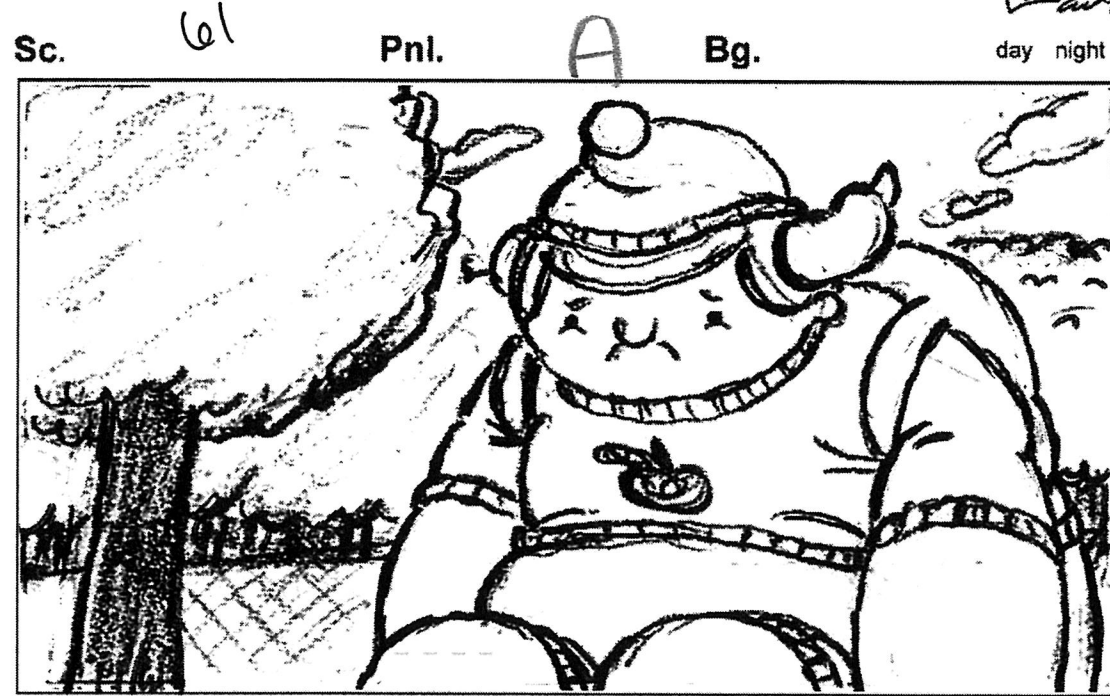
EPISODE # 1025-179
Production :

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ADVENTURE TIME



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Dialog:	<u>SP</u> : *SNIFFLES*
Action:	
Timing:	

EPISODE # 1025-179
Production :

ADVENTURE TIME



Sc. 61 Pnl. B Bg.

day night



Dialog:

SP: [SAD SIGH]

Action:

- PAN ACROSS TO SHOW K.O. + T
- T, HANGS ARMS OVER FENCE

Timing:

EPISODE # 1025-179
Production :

ADVENTURE TIME



Sc. 61 Pnl. C Bg. day night

SIA

Sc. Pnl. Bg. day night

Dialog:
Action: — K.OO + T. LOOK AT EACH OTHER
Timing:

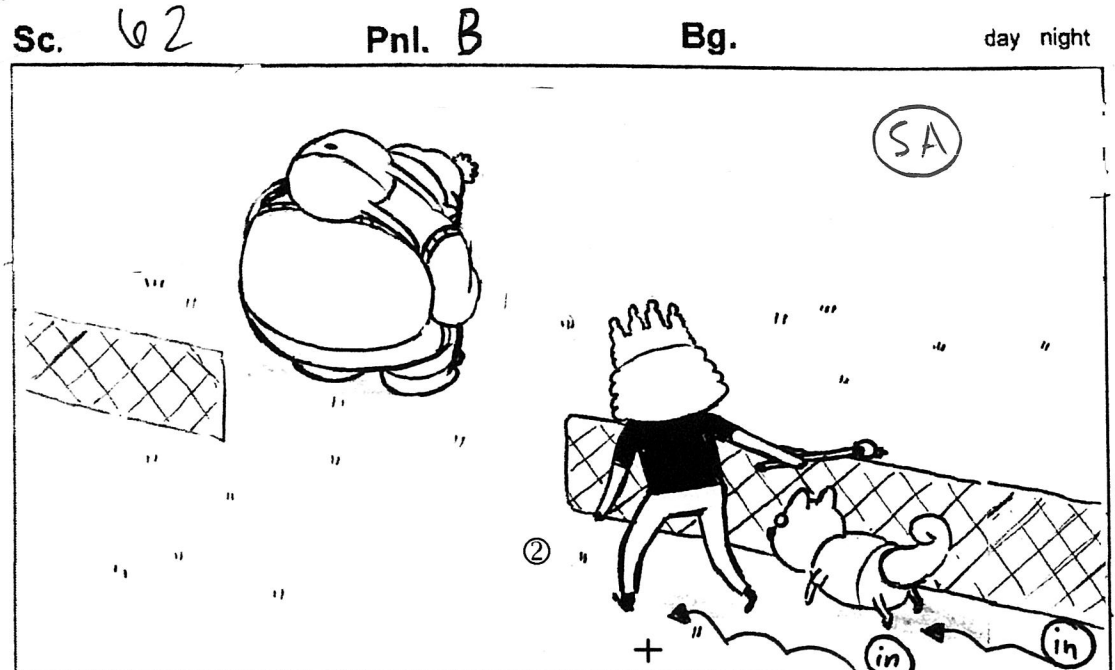
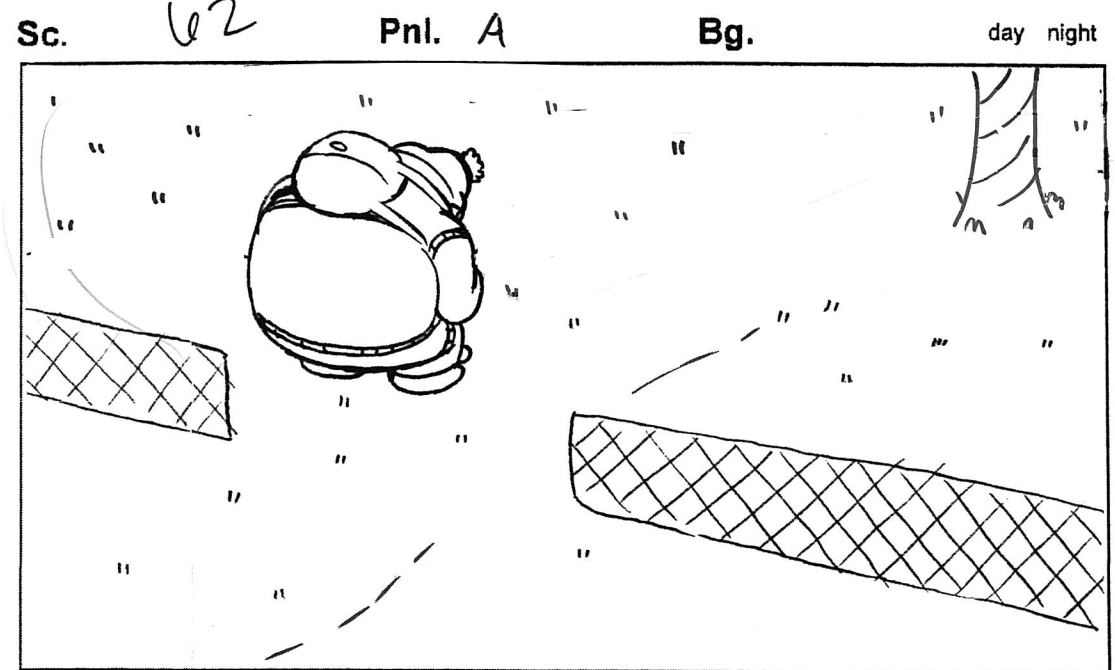
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ADVENTURE TIME



Dialog:

SWEET P: [SNIFFUNG]

SFX: * RATTLING *

Action:

- king of Ooo drags scepter along top of fence.

Timing:

1025-179

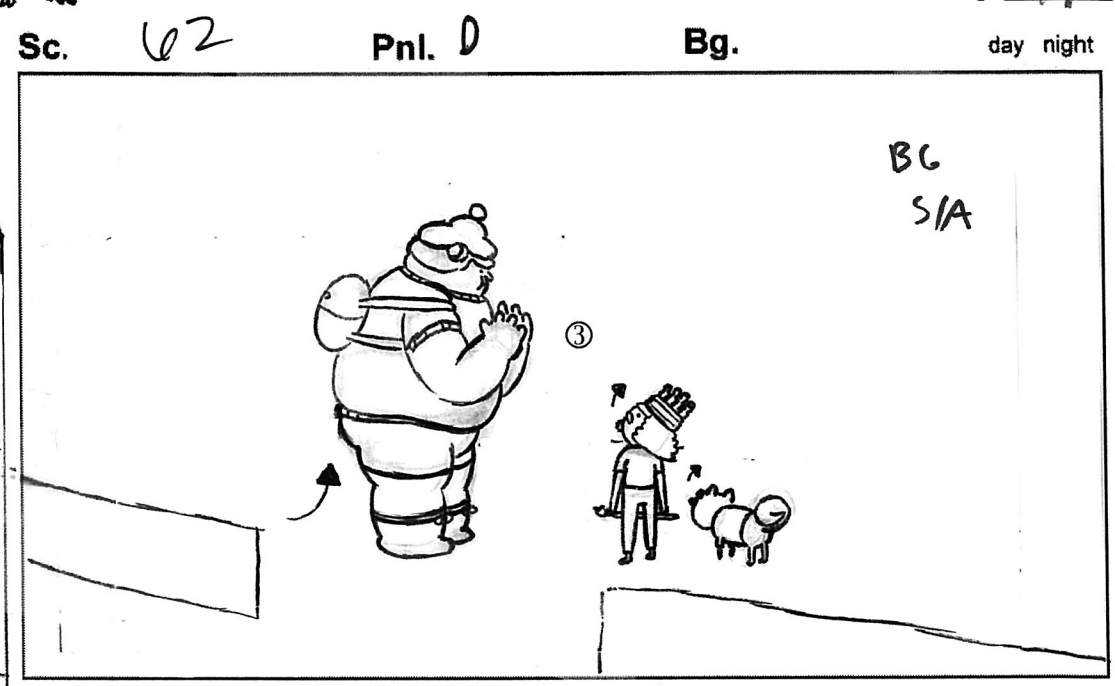
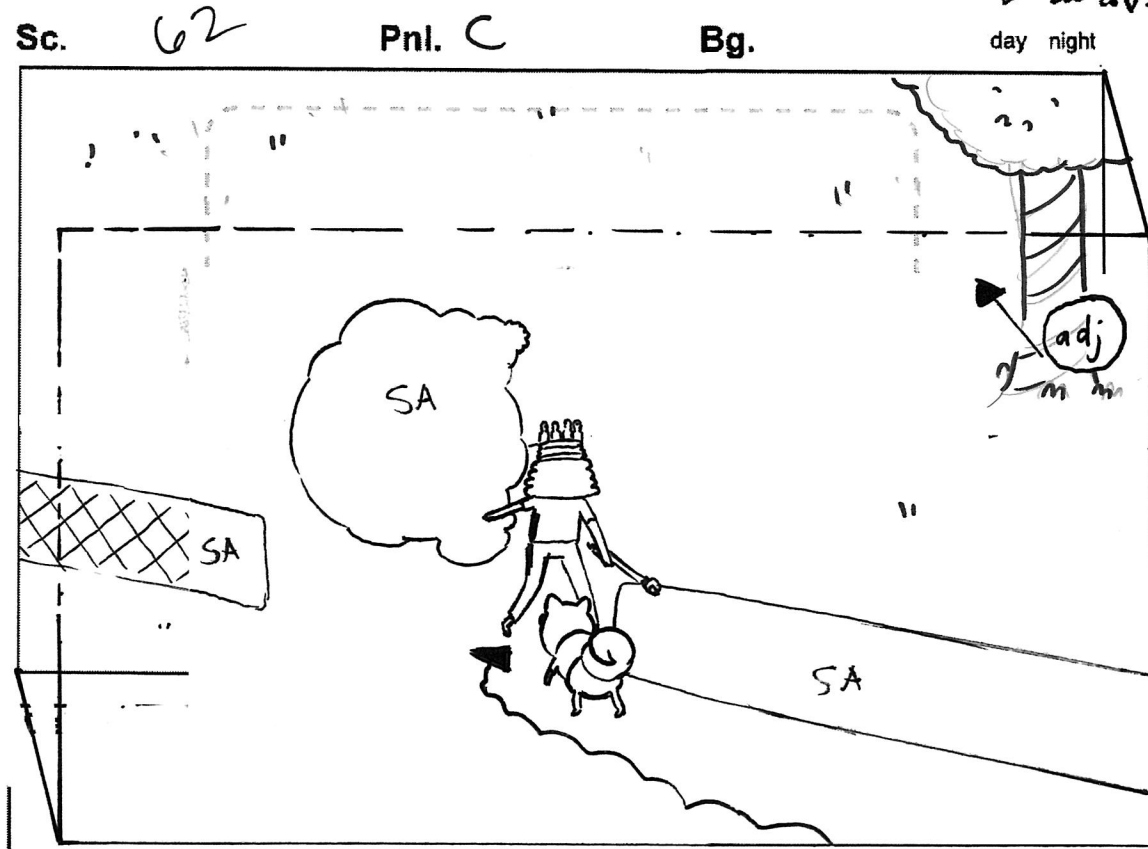
EPISODE #

Production :

ADVENTURE TIME



Page 79



KOO/ Hello there. Intimidated by those bullies, eh?

(START) KOO: LET'S SEE WHAT WE GOT HERE -

Action: -KOO+T WALK UP TO S.P. - S.P. stands up.

Timing:



EPISODE # 1025-179

Production :

STOP

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ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



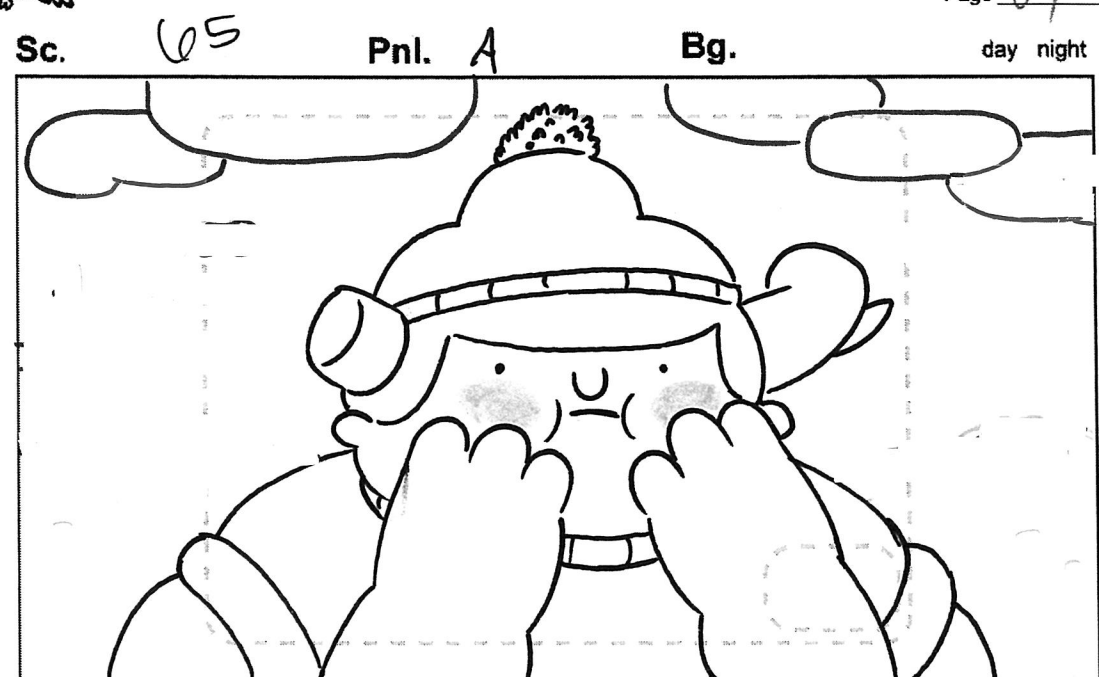
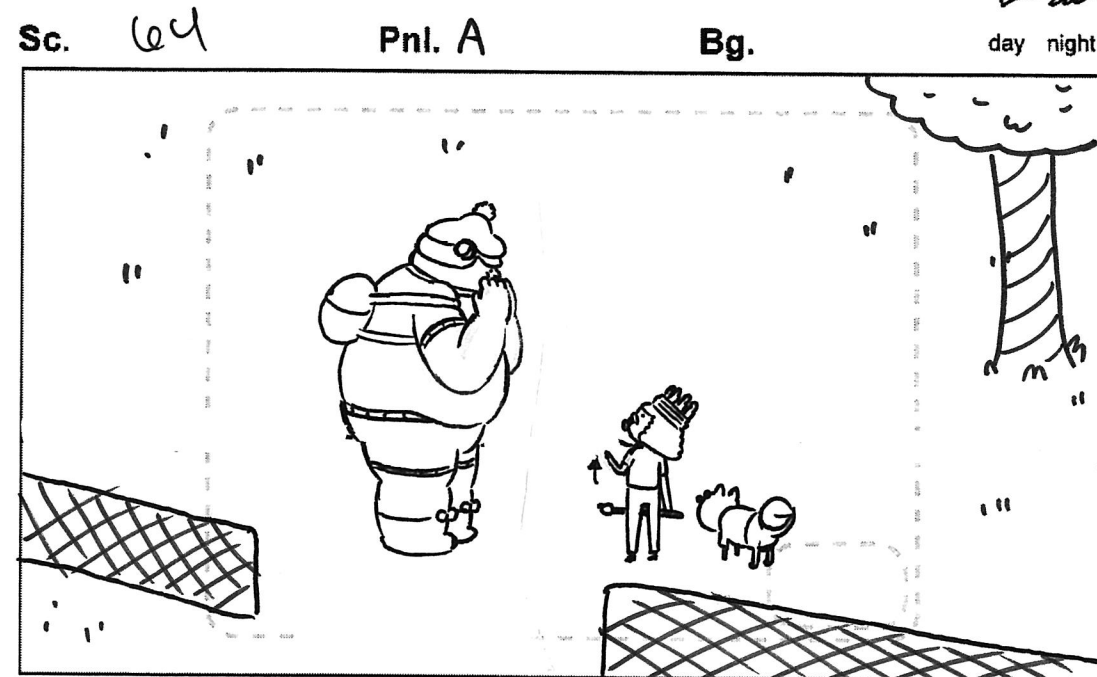
Dialog:	SP: UH ...	SP: Yeahhh...
Action:		
Timing:		

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ADVENTURE TIME



Page 81



Dialog: Koo: What's your name, KID?



Action:

Timing:

EPISODE #

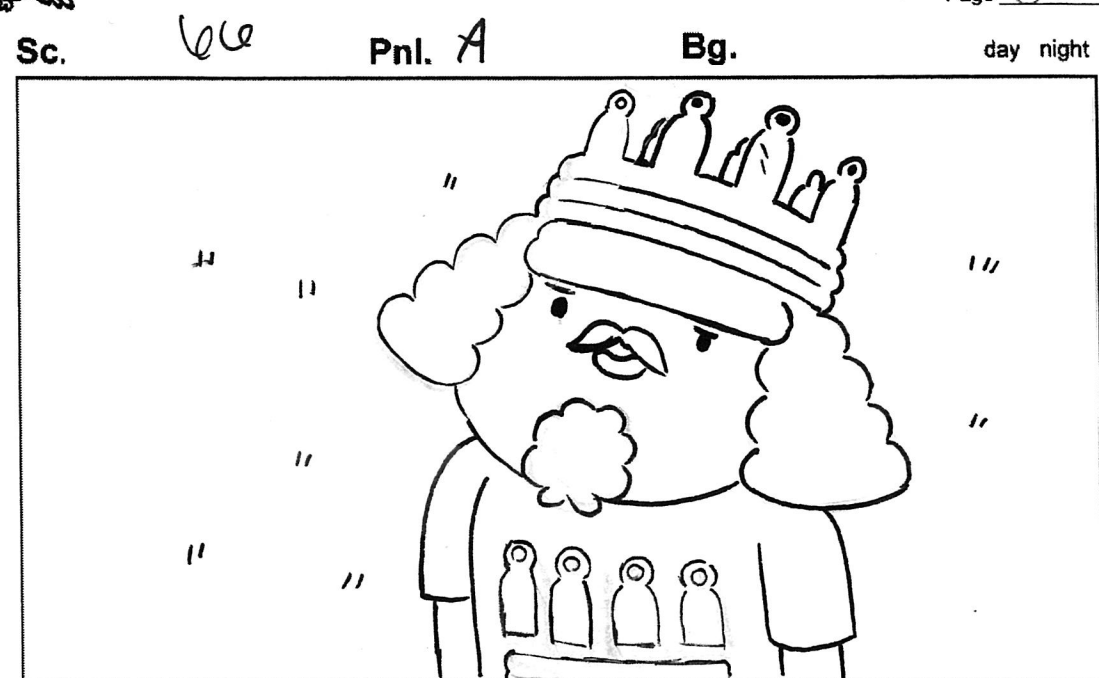
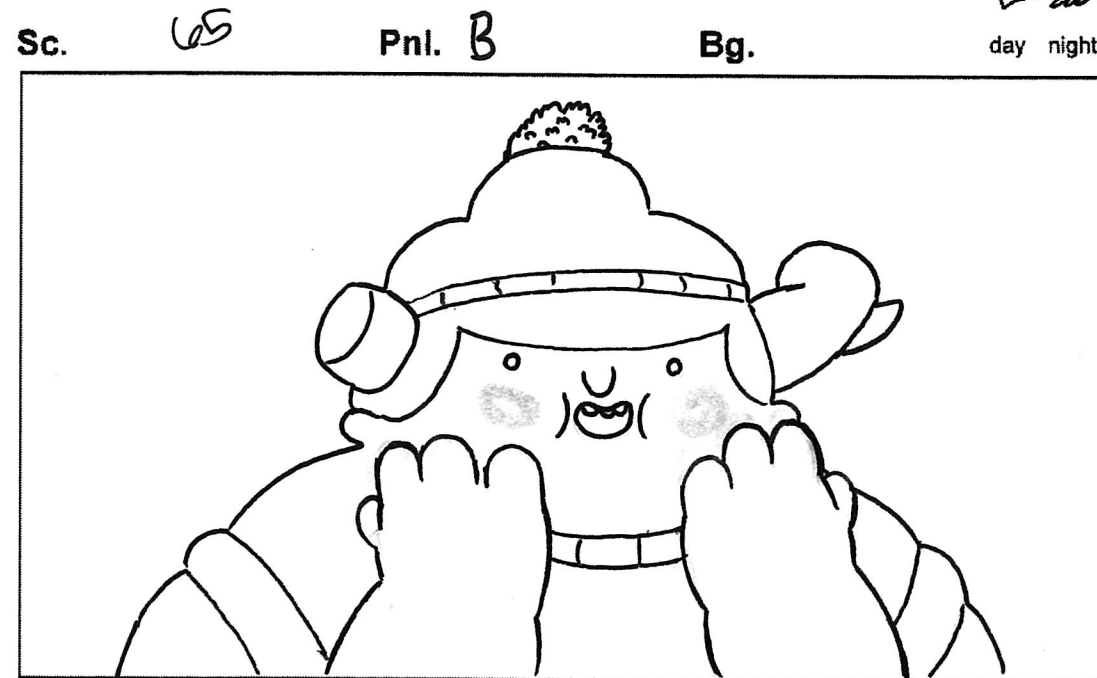
1025-179

Production :

ADVENTURE TIME



Page 82



Dialog: S.P.: Sweet P.

Koo: Sweet P., eh?

Action:

Timing:

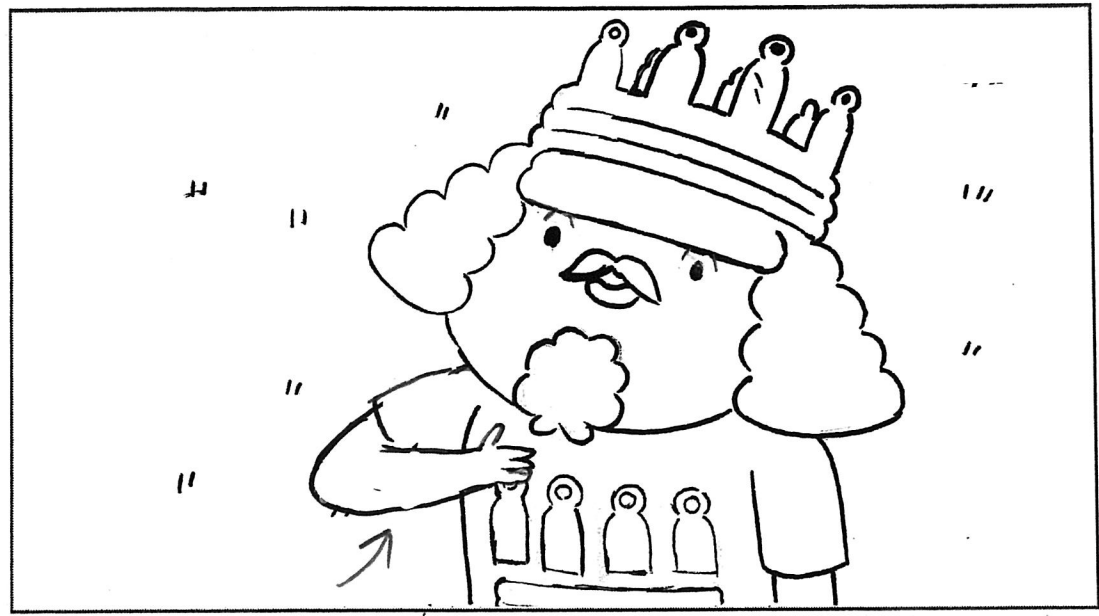
EPISODE #
1025-179

Production :

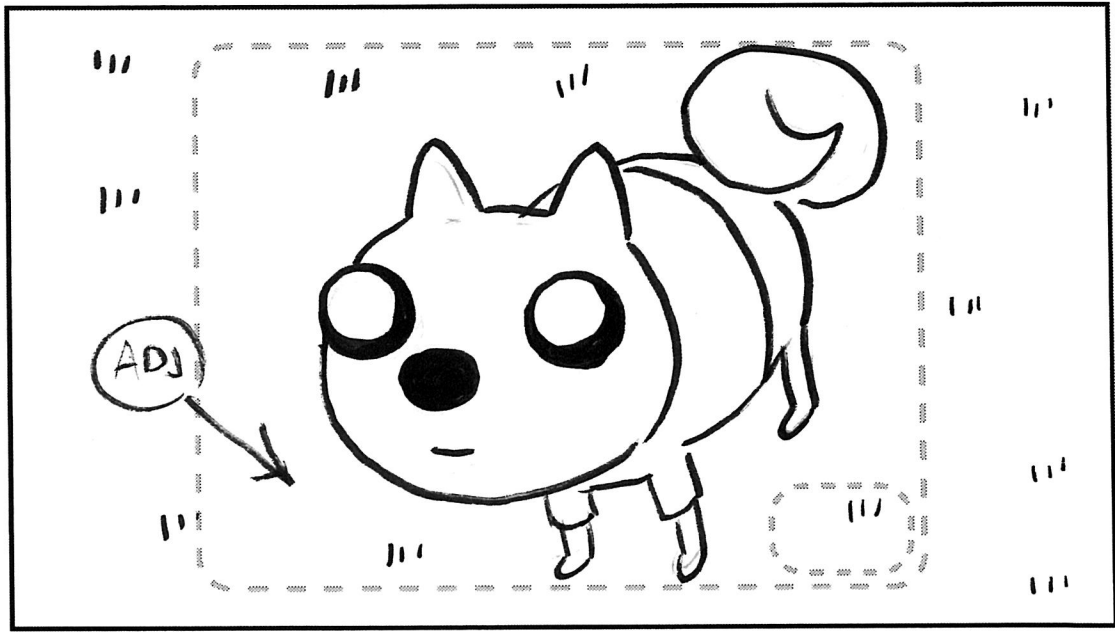
ADVENTURE TIME



Sc. 66 Pnl. A-1 Bg. day night



Sc. 66 Pnl. B Bg. day night



Dialog:	<u>K.O.O.</u> : I'M THE ONE TRUE KING OF OOO. "	
Action:	-K.O.O. MOTIONS TO HIMSELF,	<u>K.O.O.</u> : THIS IS MY ATTORNEY, TORONTO ...
Timing:	ADJ DOWN TO TORONTO.	

EPISODE #

Production:

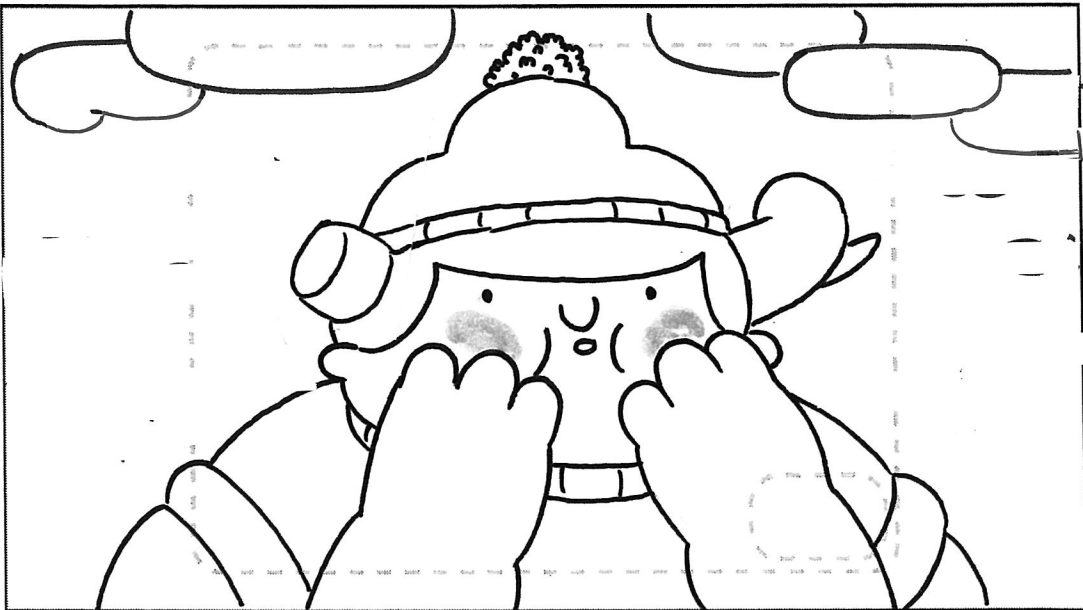
ADVENTURE TIME



Sc. 66 A Pnl. A Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:	<u>KOO</u> : Sweet P. there are all kinds of education you know.	<u>SP</u> : No...
Action:		
Timing:		



EPISODE # 1025-179

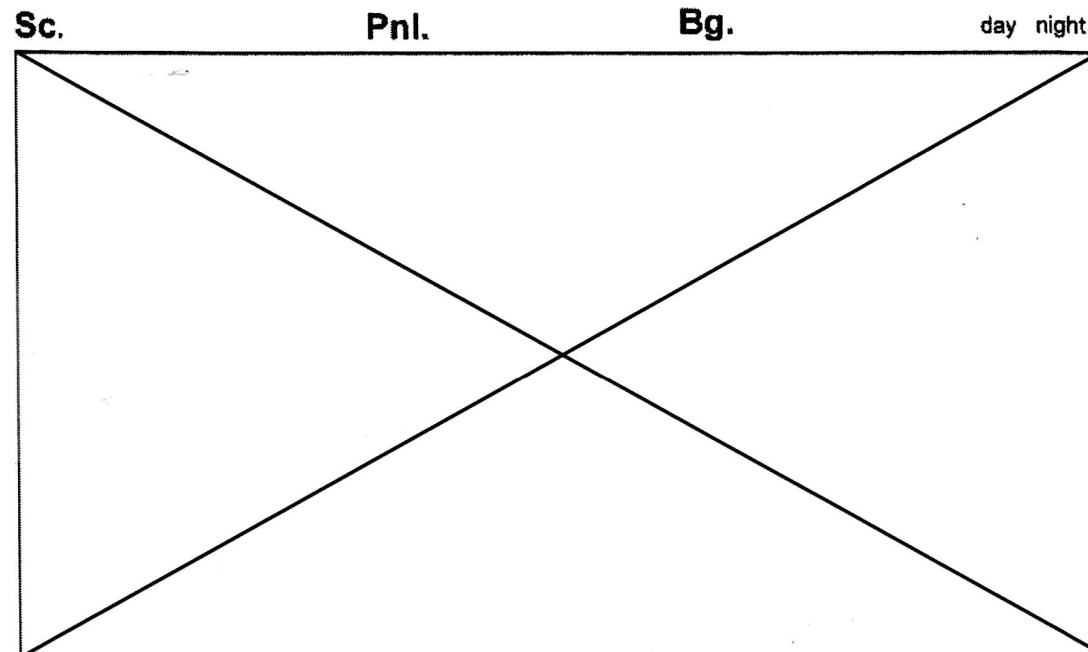
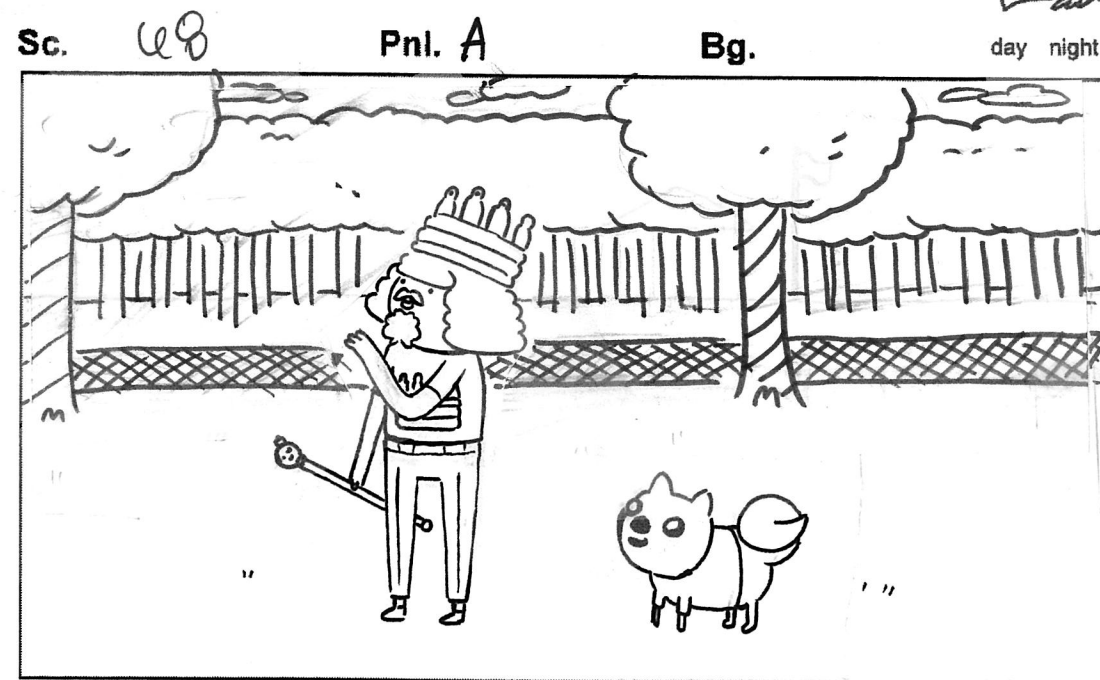
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ADVENTURE TIME



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Dialog:	<u>KOO</u> : YESSIR, ALL KINDS. SUCH AS ... DANCING.
Action:	
Timing:	

EPISODE # 1025-179

Production :

ADVENTURE TIME



Sc. 68 Pnl. B Bg. day night

36-SA

Sc. 68 Pnl. C Bg. day night

36-SA

Dialog: KOO: You could blow off this podunk school and get a proper dance education.

Action:

Timing:

KOO: Then you could come back and really show those mean kids! And make your parents proud!

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 60 Pnl. D Bg. day night

Dialog:

Toronto: Hey! King of Ooo!

Action:

Timing:

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ADVENTURE TIME



Sc. 68 Pnl. E Bg. day night

Storyboard panel 68: A character with a crown and a sword stands next to a small cat-like character. The background is labeled BG-SA.

Sc. 69 Pnl. F Bg. day night

Storyboard panel 69: A character with spiky hair and a sword stands next to a small cat-like character. The background is labeled BG-SA.

Dialog: KOO: Yes, toronto?

I: YOU'RE A CERTIFIED DANCE INSTRUCTOR, RIGHT? SHOW THE KID THE DANCE YOU DO.

Action:

Timing:

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ADVENTURE TIME



Sc. 68 Pnl. G Bg. day night

BG-SA

Sc. 69 Pnl. A Bg. day night

Dialog: KOO: NOO — that dance is too tough for an amateur.

Action:

Timing:

T/ Oh come on you gotta show the kid. It's awesome!!

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ADVENTURE TIME



Sc. 69 Pnl. B Bg. day night

Storyboard panel B shows a character with a crown and a small dog-like creature standing next to a large, irregular shape labeled 'SA'. The background is labeled 'BG-SA'.

Sc. 69 Pnl. C Bg. day night

Storyboard panel C shows a character with a crown and a small dog-like creature standing next to a large, irregular shape labeled 'SA'. The background is labeled 'BG-SA'.

Dialog: Koo: Yeah I know it's awesome!
But I don't think the kid is ready!

T: Ready?

Action:

Timing:

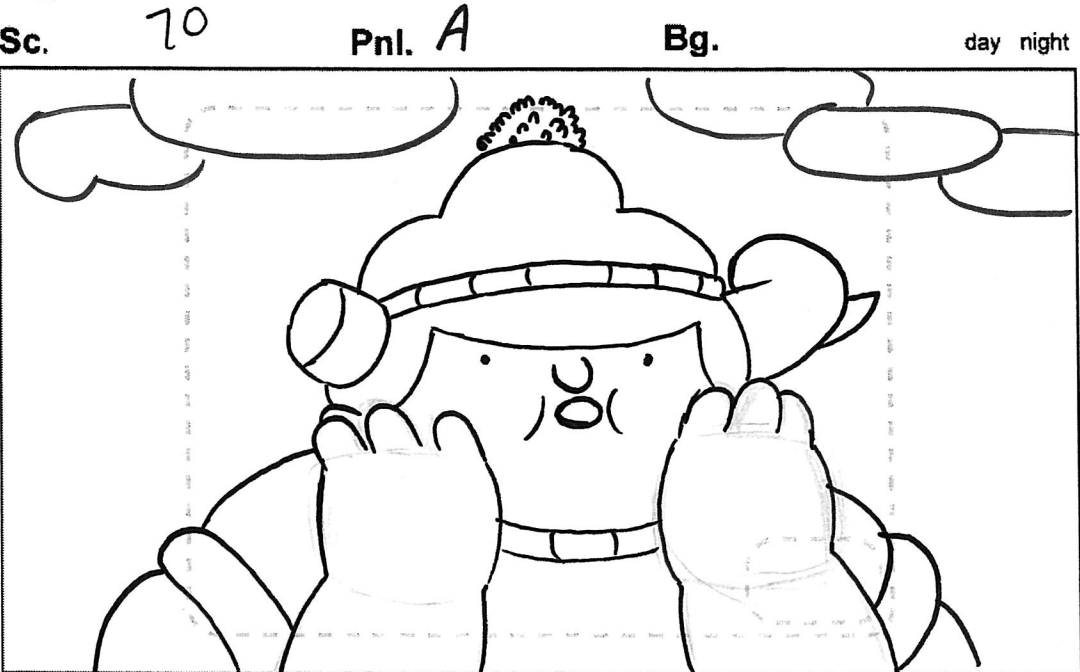
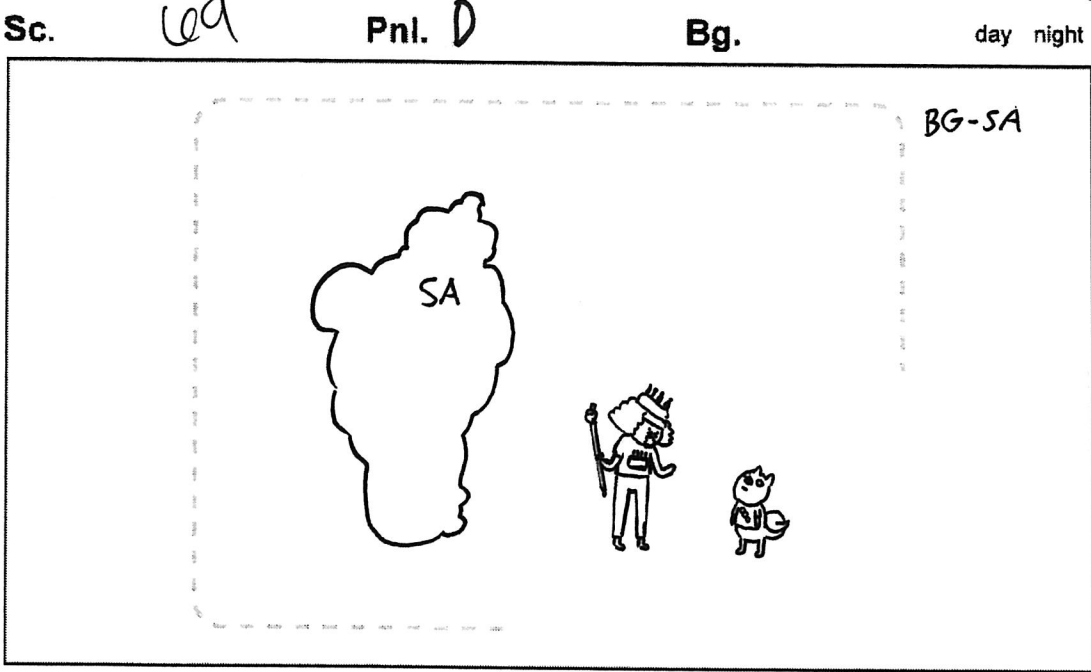
Production :

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ADVENTURE TIME



Dialog: Koo: I don't think he's tough enough to be ready!

Action:

Timing:

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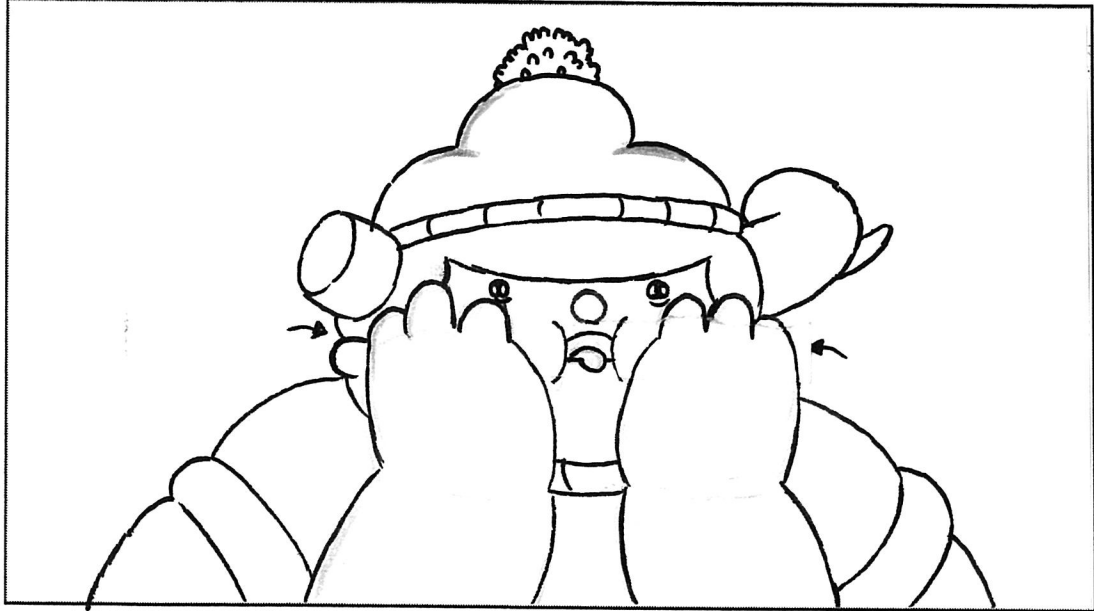
Production :

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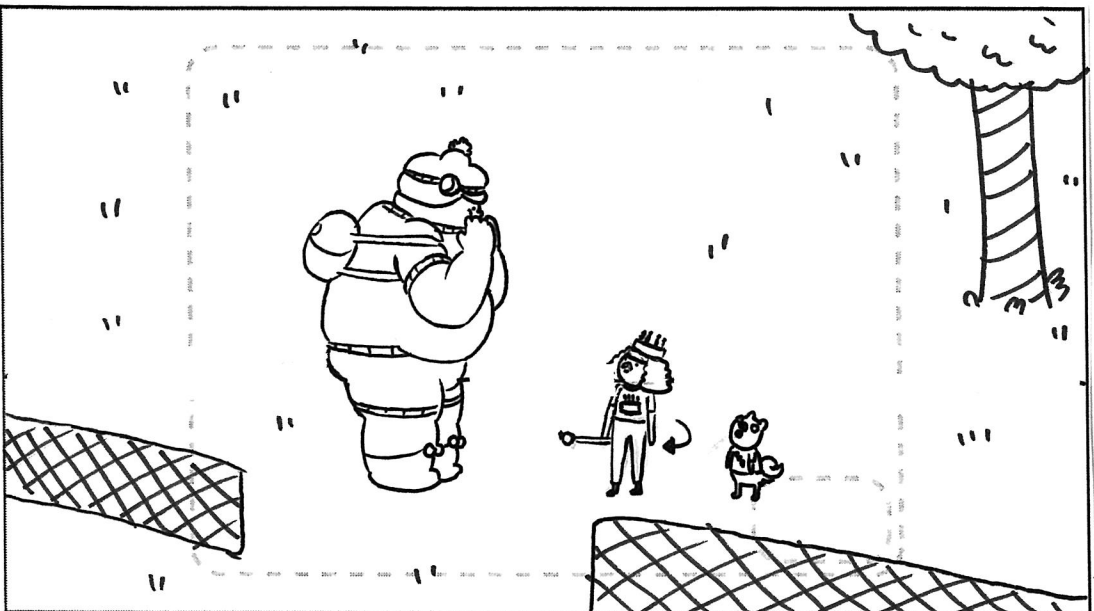
ADVENTURE TIME



Sc. 10 Pnl. B Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog: SP: I'm tough enough to be ready!

KOO: Mmm?
I: ^{SEE.} The kid is tough... and ready ...-



Action:

Timing:

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ADVENTURE TIME



Sc. 71 Pnl. B Bg. day night

Sc. 71 Pnl. C Bg. day night

Dialog: S.P. : PLEASE.

Action: SP hands K.O.O. an apple.

Timing: (SP reaches into backpack)

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EPISODE #

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ADVENTURE TIME



Next Pg. 96

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Sc. 71 Pnl. D Bg. day night

Sc. 71 Pnl. E Bg. day night

Dialog:

Action: S.P. jumping up/down.

Timing:

SFX: * CASH REGISTER *

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Production :

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ADVENTURE TIME



No Scs. 72-74

Page 96

Sc. 71 Pnl. F Bg. day night

Sc. 75 Pnl. A Bg. day night

Dialog: Koo: Ah! I do see it!!

Action:

Timing:

EPISODE #

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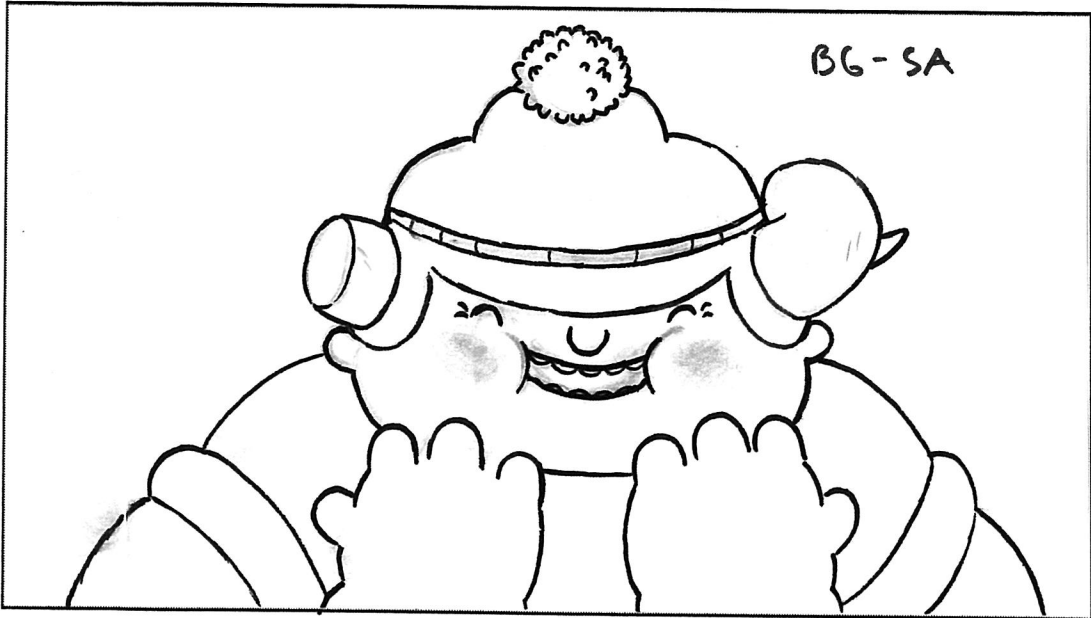
Production :

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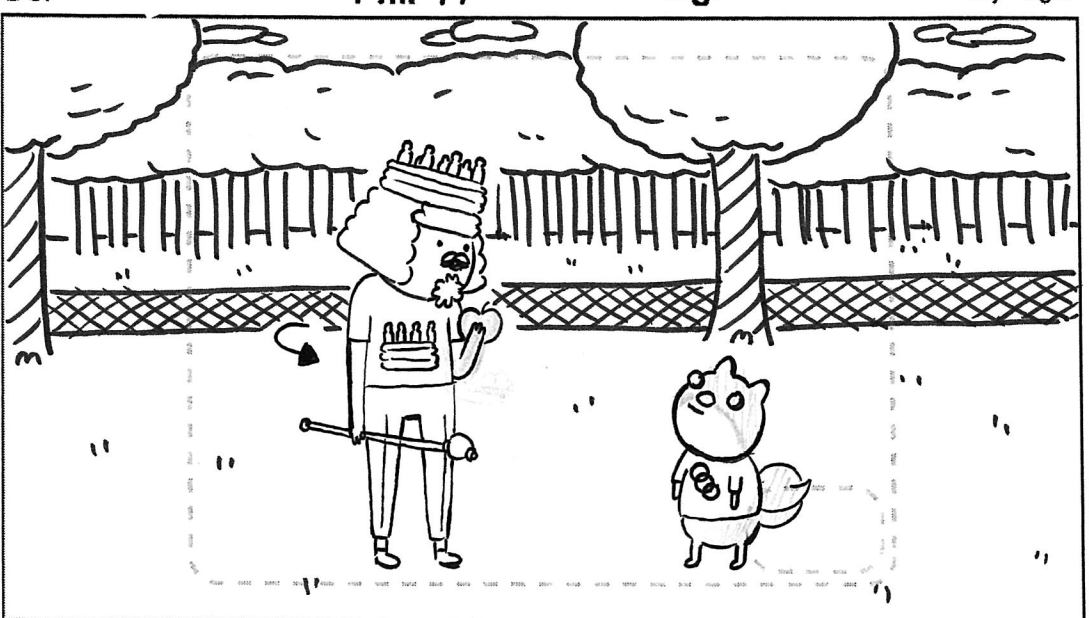
ADVENTURE TIME



Sc. 75 Pnl. B Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog: S.P. : E e e e —————

Action:

Timing:

- KOOO TURNS TOWARDS T.

EPISODE # 1025-179

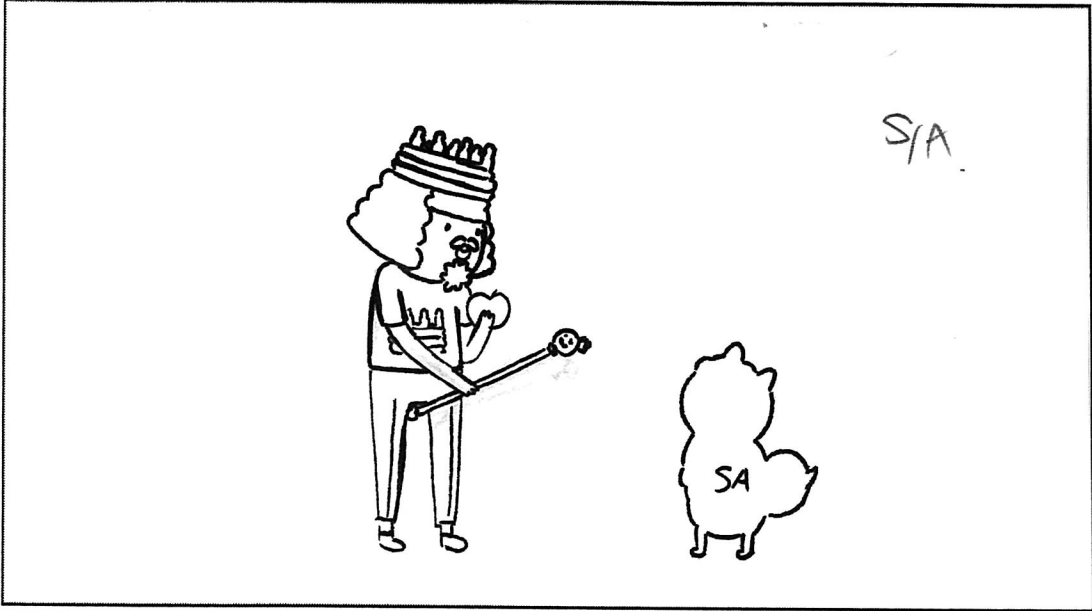
Production :

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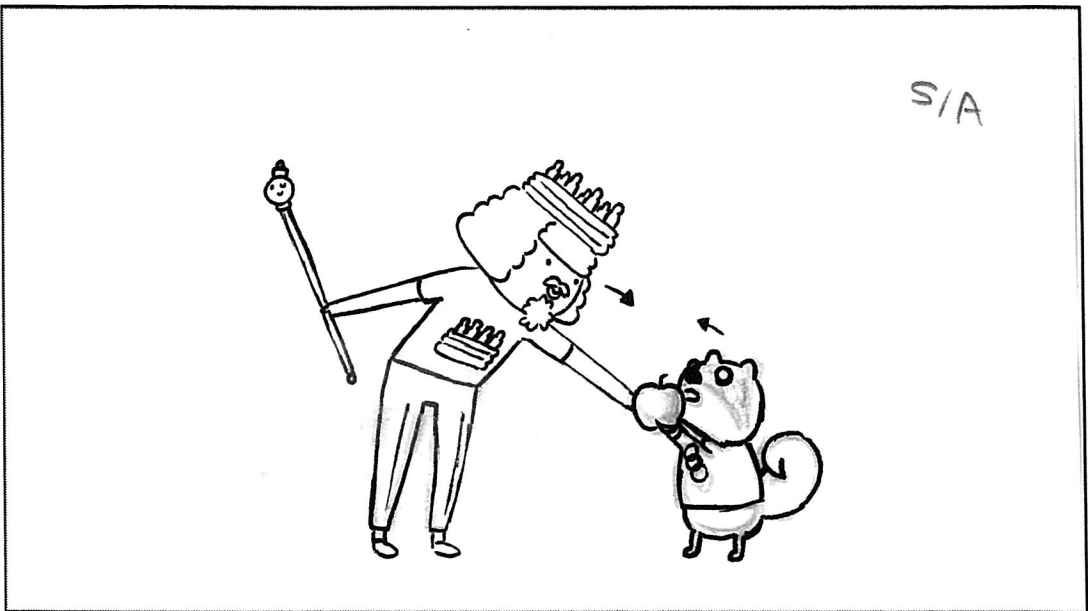
ADVENTURE TIME



Sc. 76 Pnl. B Bg. day night



Sc. 76 Pnl. C Bg. day night



Dialog:	<u>koo</u> : You've got a good eye And you are a <u>Good</u> , <u>Dog</u> ...
Action:	K.O.O. hands Toronto apple.
Timing:	

EPISODE #

Production :

1025-179

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ADVENTURE TIME



Sc. 76 Pnl. D Bg.

day night

Sc. 76 Pnl. E Bg.

day night

Dialog:

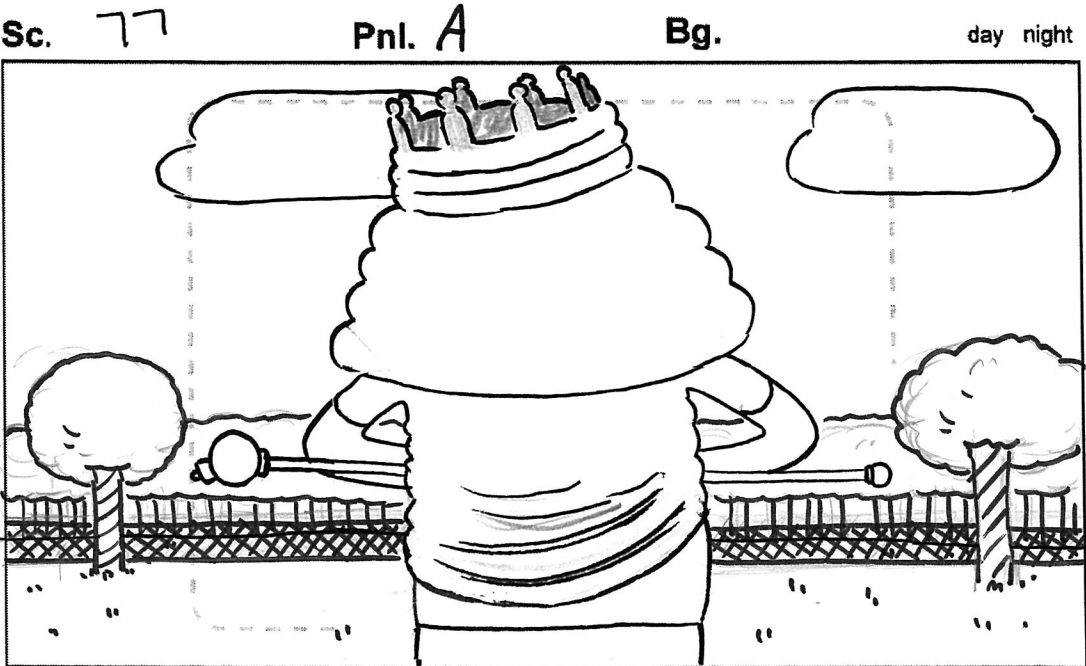
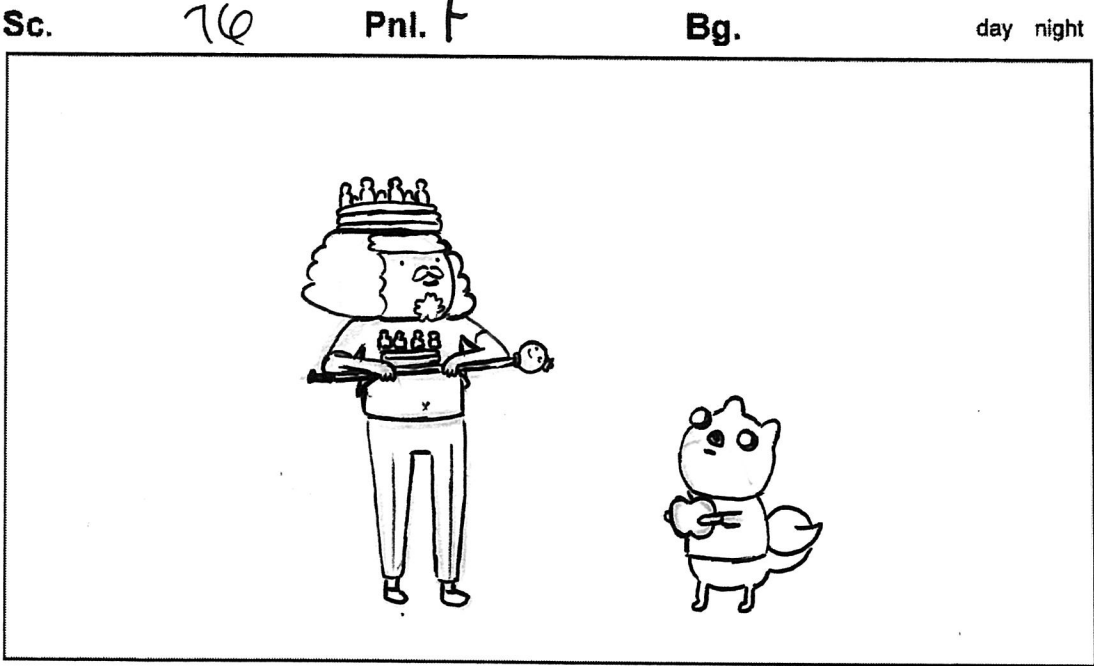
Action:

Timing:

EPISODE # 1025-179
Production :

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ADVENTURE TIME



Dialog:	<u>KOO</u> : AURIGHT --
Action:	K.o.o. lifts up shirt.
Timing:	

EPISODE # 1025-179
Production :

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ADVENTURE TIME



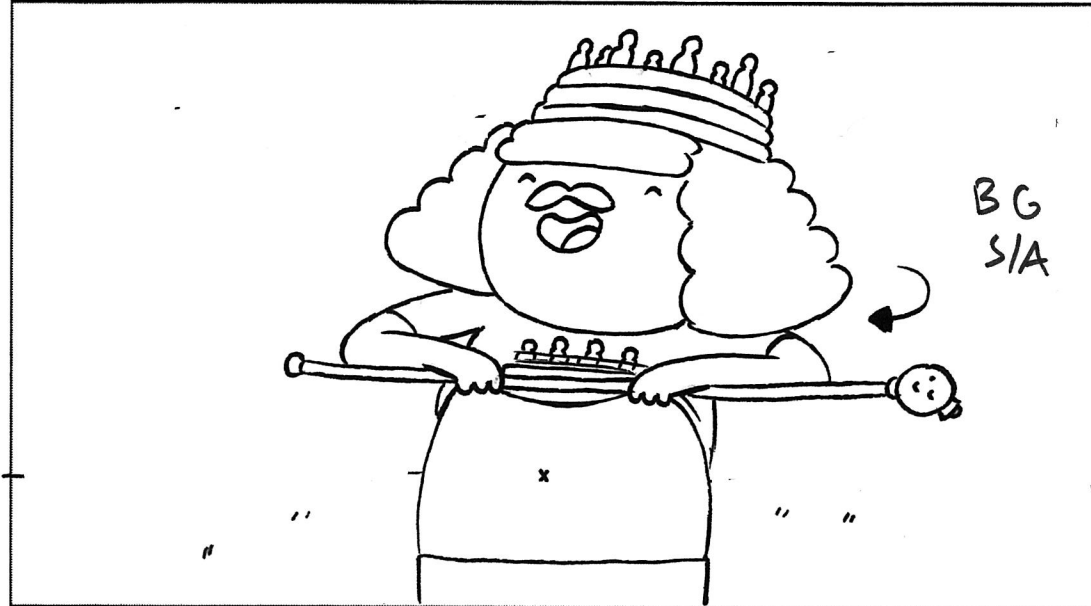
Page 101

Sc. 77

Pnl. B

Bg.

day night

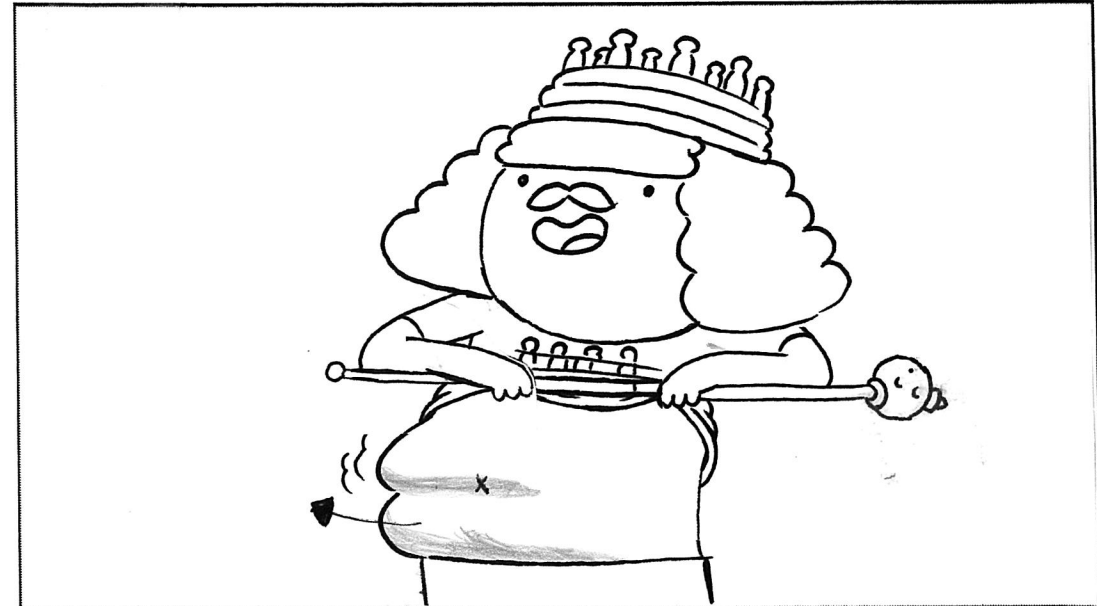


Sc. 77

Pnl. C

Bg.

day night



Dialog:

KOO: watch this kid.

SFX: * WABBLING *

Action:

- K.O.O. rolling his belly.

Timing:

-CYCLE W/ NEXT PNL.

EPISODE #

Production :

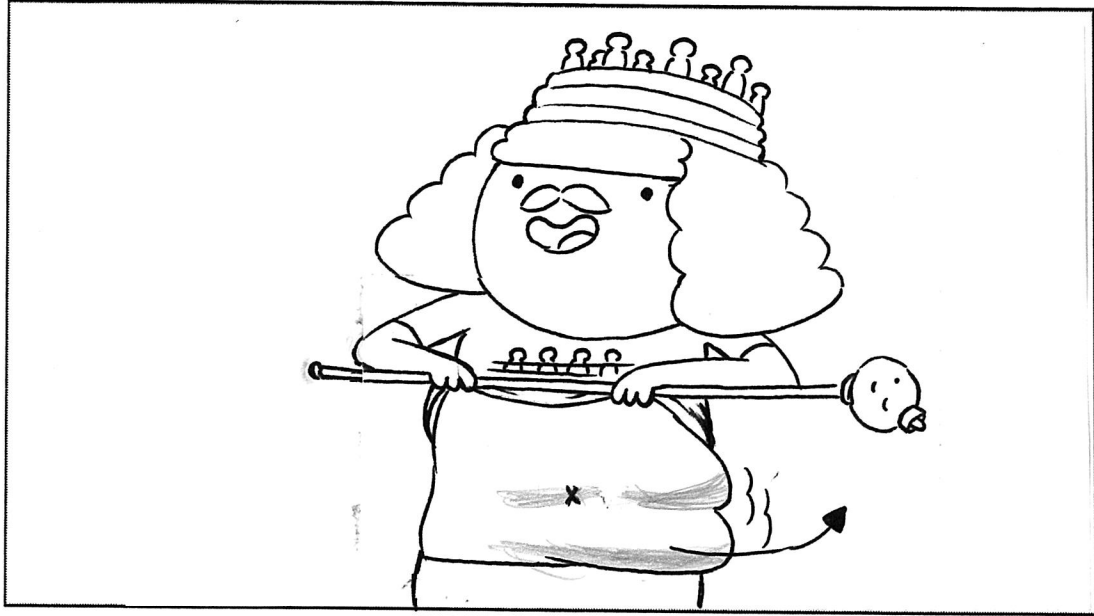
1025-179

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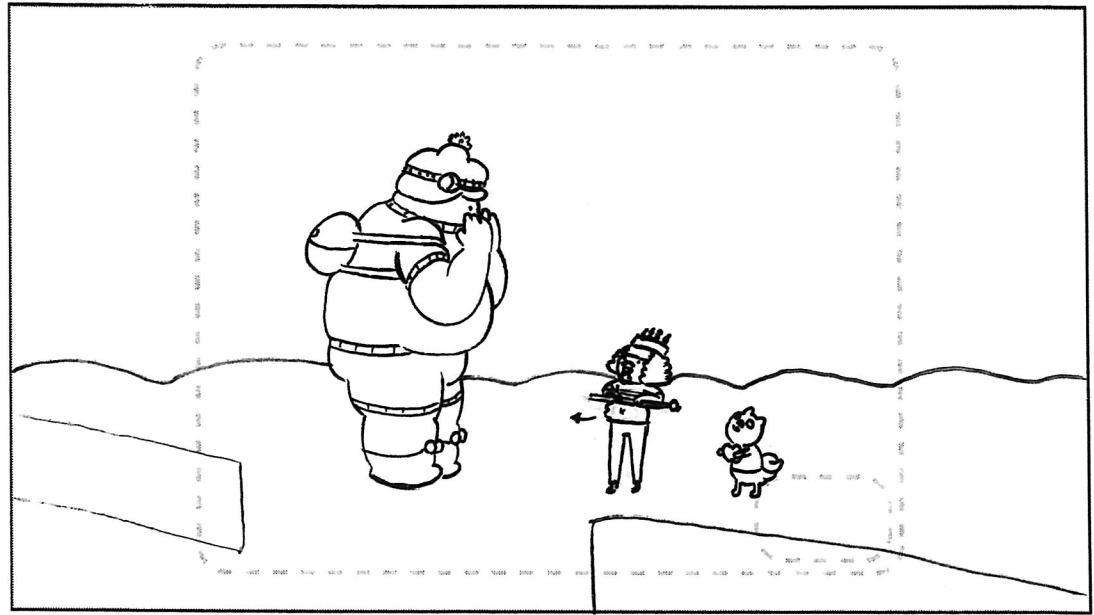
ADVENTURE TIME



Sc. 77 Pnl. D Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

- KOO'S DANCE CONTINUES.

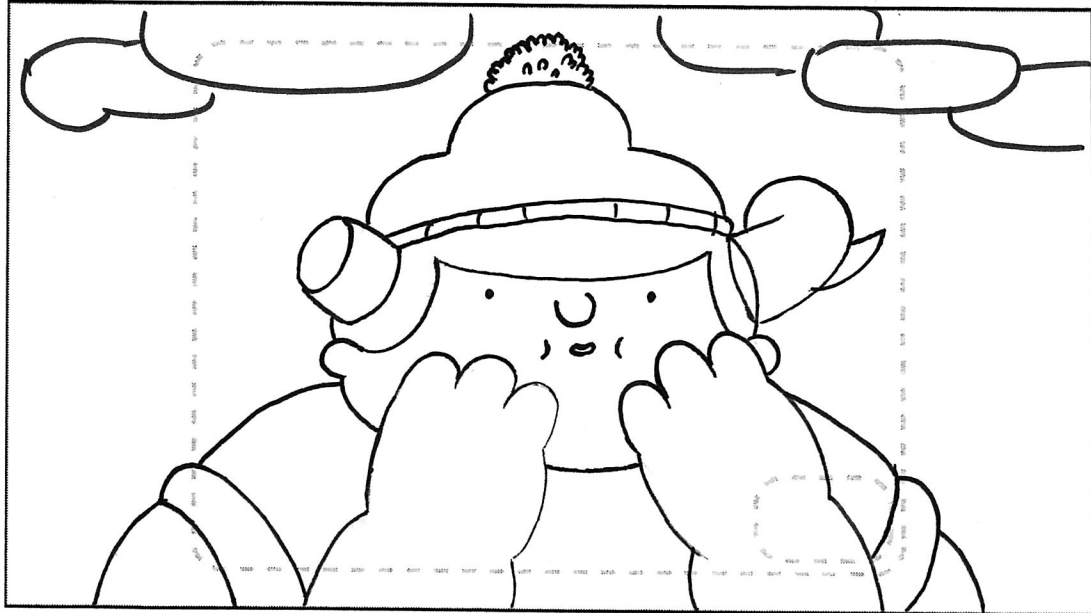
EPISODE # 1025-179
Production :

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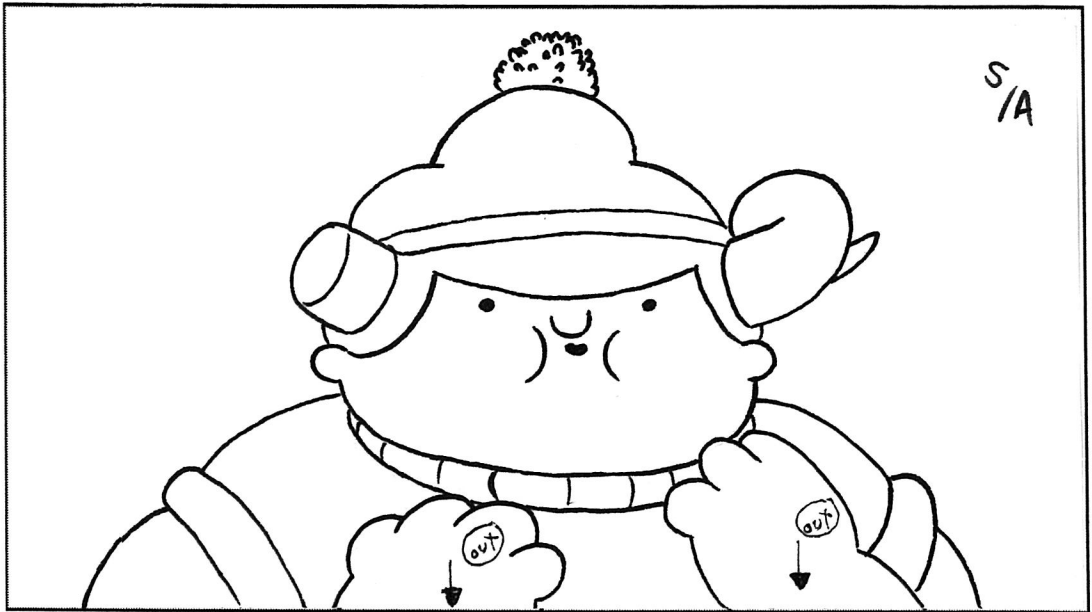
ADVENTURE TIME



Sc. 79 Pnl. A Bg. day night



Sc. 79 Pnl. B Bg. day night



Dialog:
Action: - S.P.'s ARMS LOWER OFF/S.
Timing:

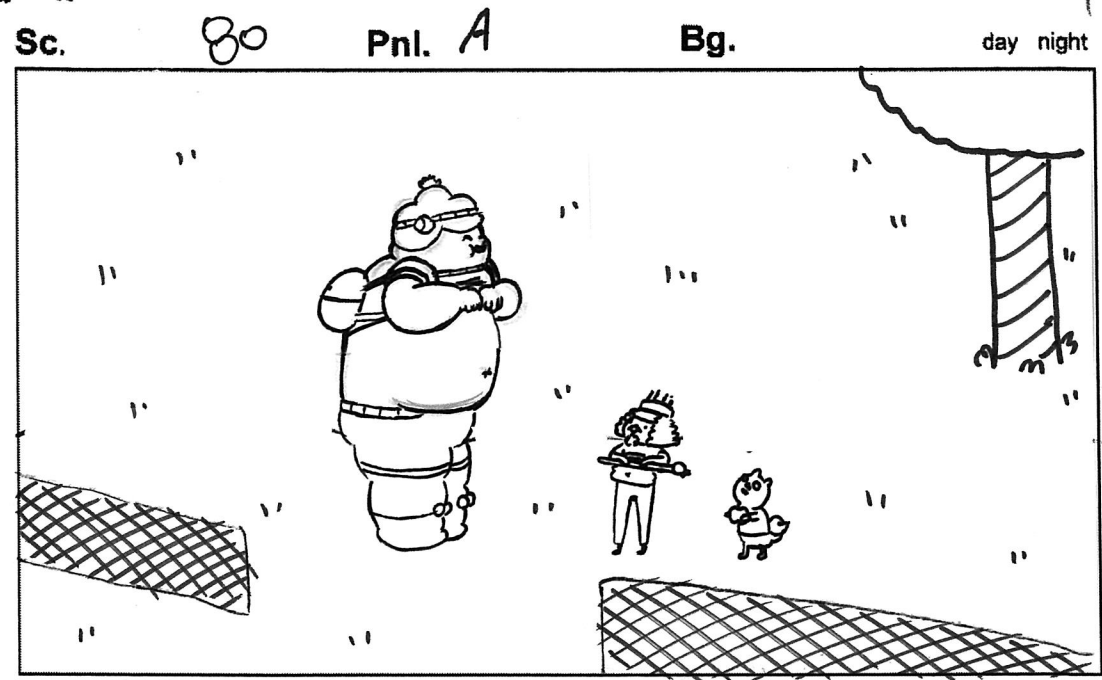
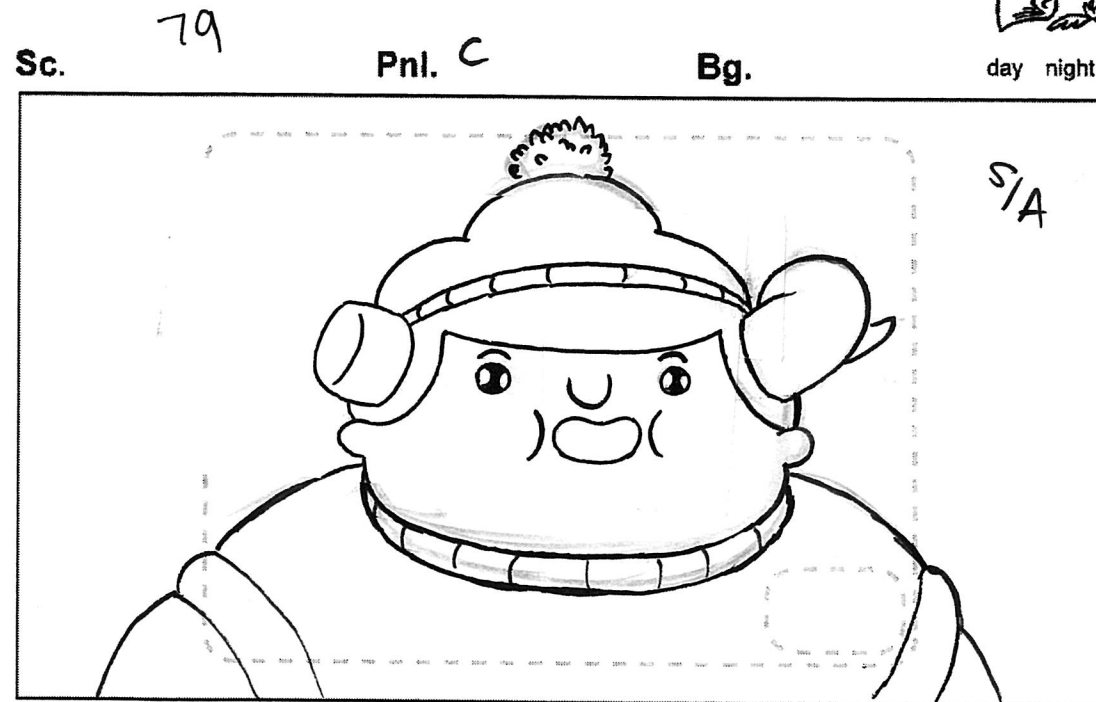
EPISODE # 1025-179
Production :

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ADVENTURE TIME



Page 104
day night



Dialog:

S.P. : AH!

Action:



- S.P. imitates K.O.

Timing:

EPISODE #
1025-179
Production :

ADVENTURE TIME



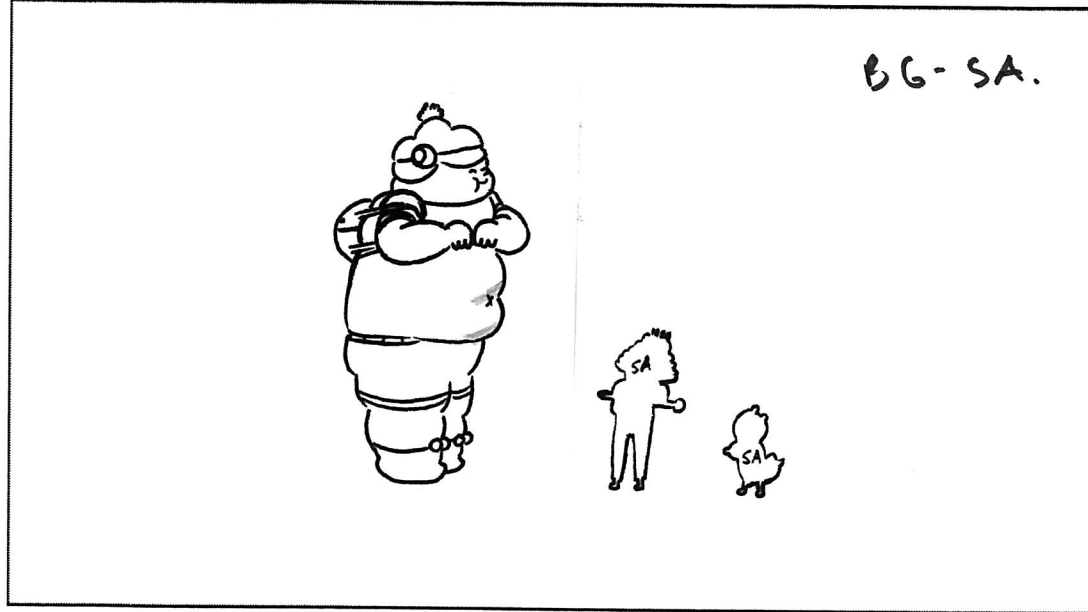
Page 105

Sc. 80

Pnl. B

Bg.

day night

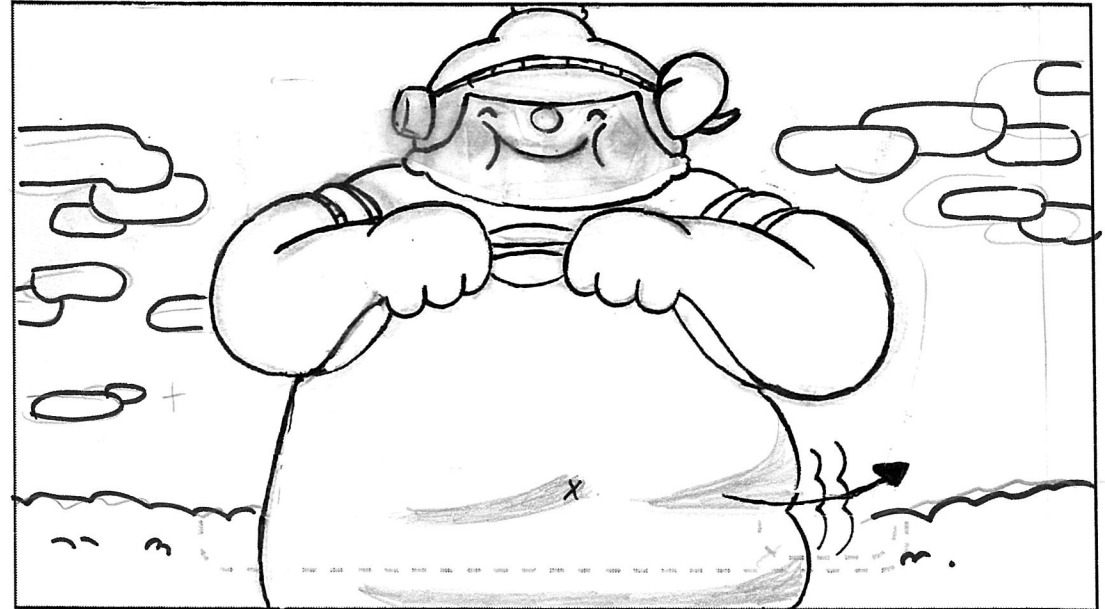


Sc. 81

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



- BELLY ACTION IS DELAYED FROM
OPPOSING UPPER TORSO ACTION. BELLY
OVERLAPS (SEE REF. MOV)

1025-179

EPISODE #

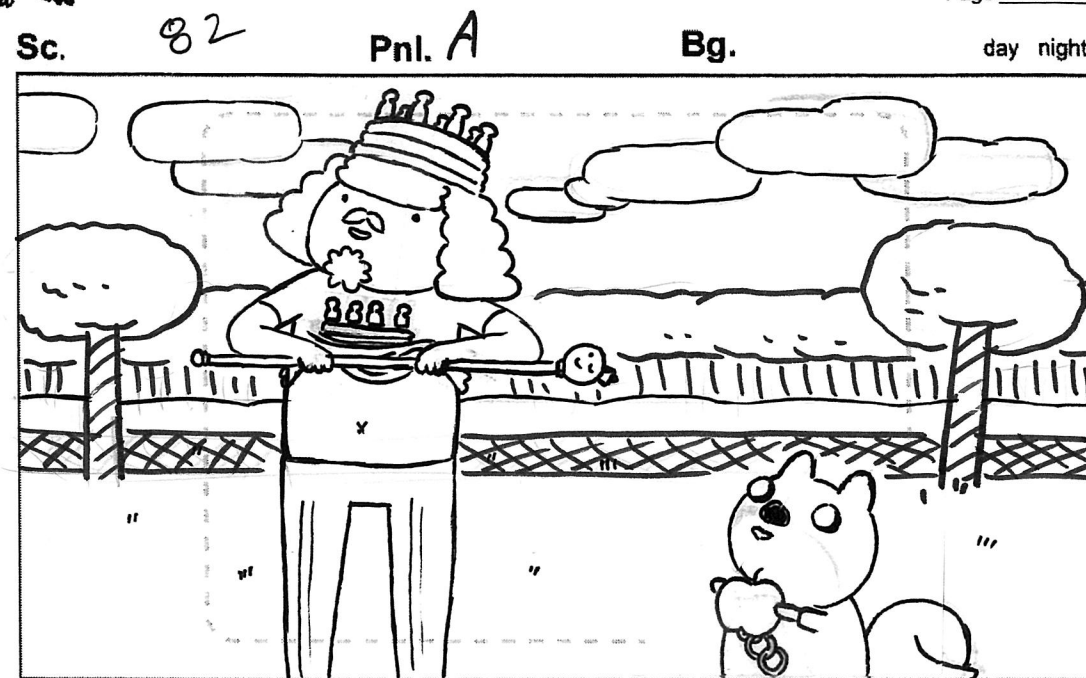
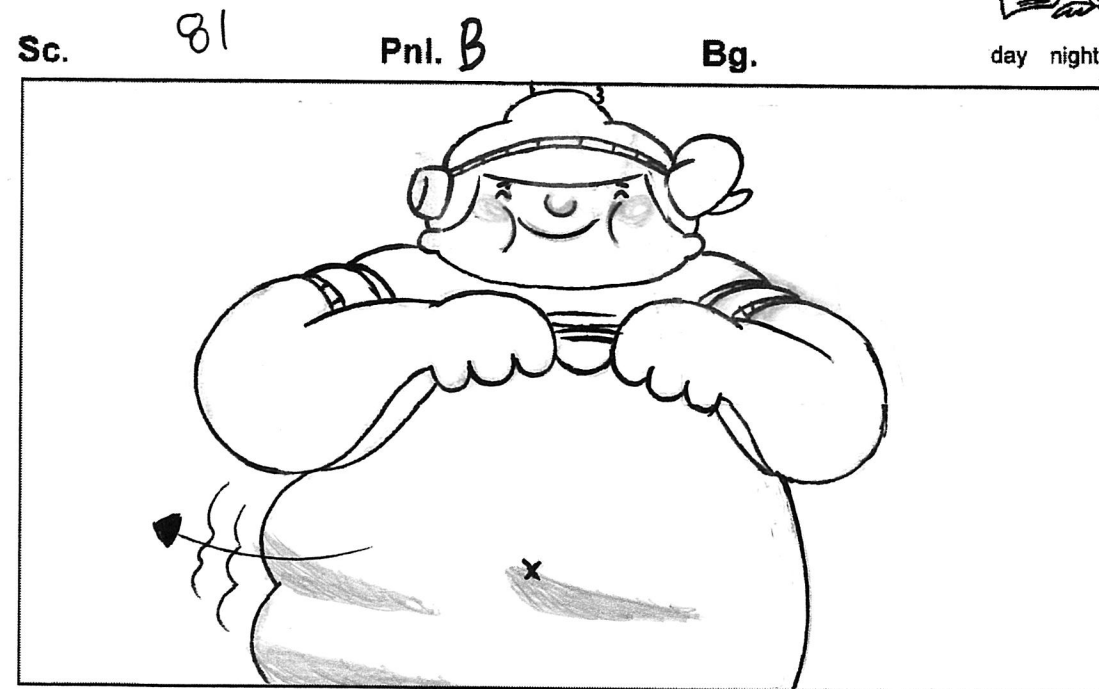
Production :

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ADVENTURE TIME



Page 106



Dialog:

Action:

Timing:

1025-179

EPISODE #

Production :

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ADVENTURE TIME



Sc.

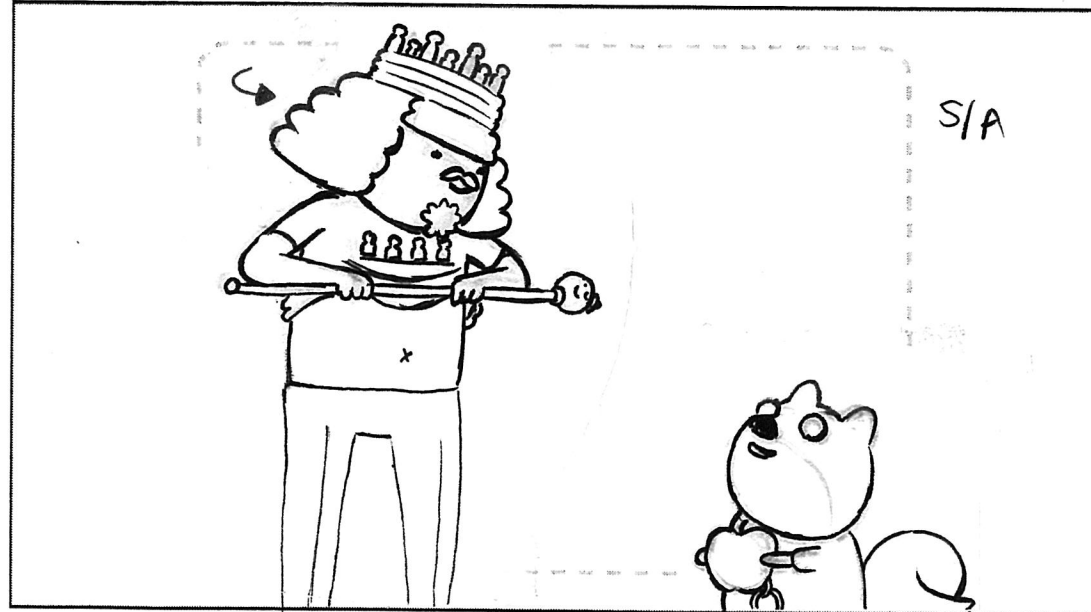
82

Pnl.

B

Bg.

day night



Sc.

82

Pnl.

C

Bg.

day night



Dialog:

K.O.O. + T ; MM-HM.

Action:

- KOO + T TURN TOWARDS EACH OTHER.

- KOO + T NOD at EACH OTHER, SATISFIED

Timing:

EPISODE #

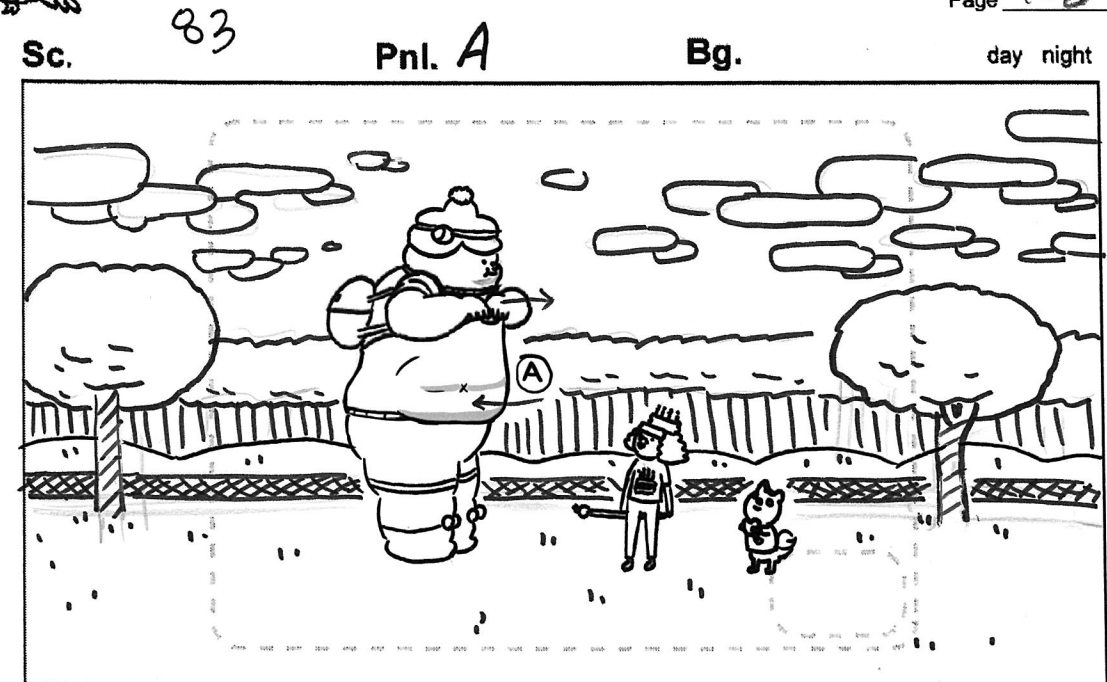
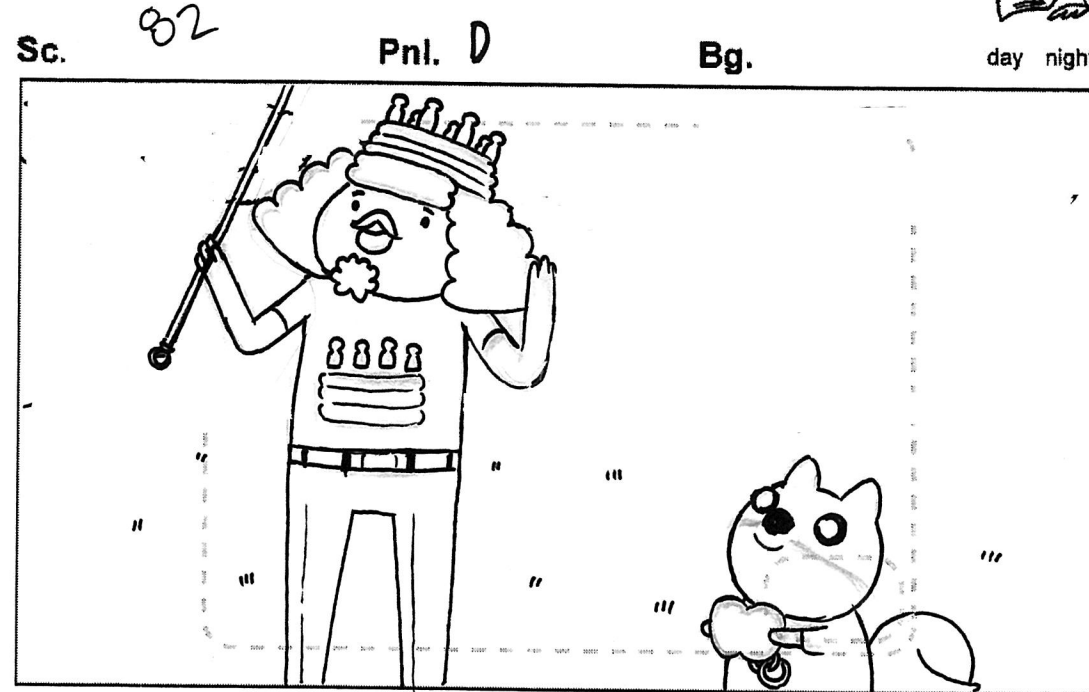
1025-179

Production :

ADVENTURE TIME



Page 108



Dialog:	<u>KOO</u> : WHY, we got us a <u>PRODIGY</u> here!		KOO/ You're ready for advance-	
Action:				
Timing:				

EPISODE # 1025-179

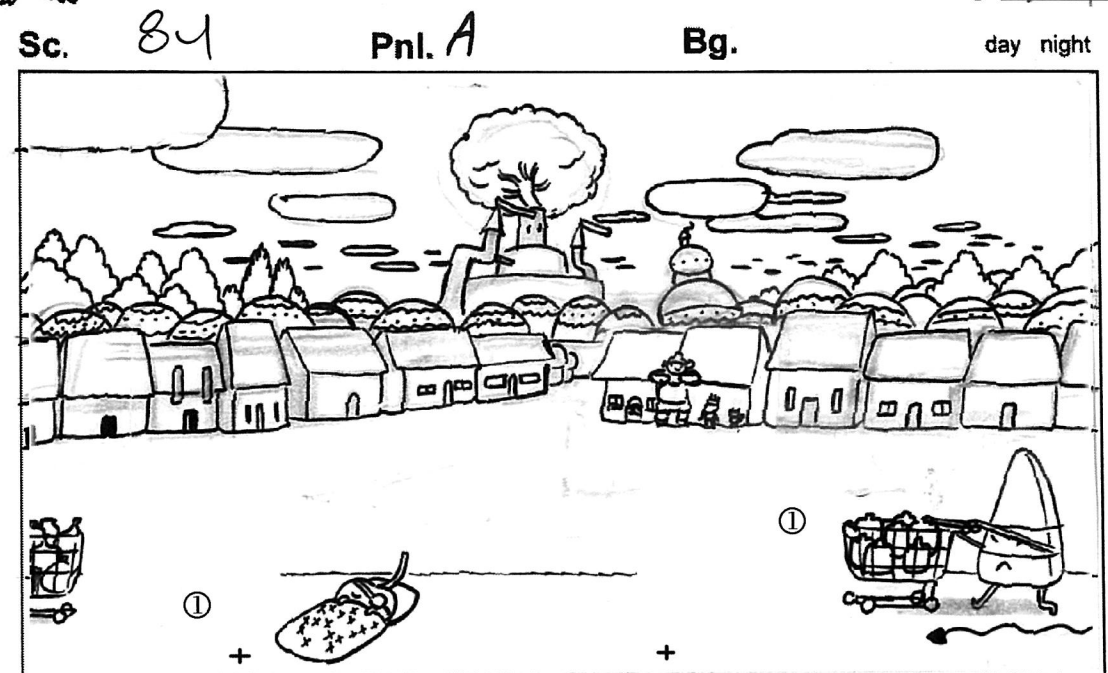
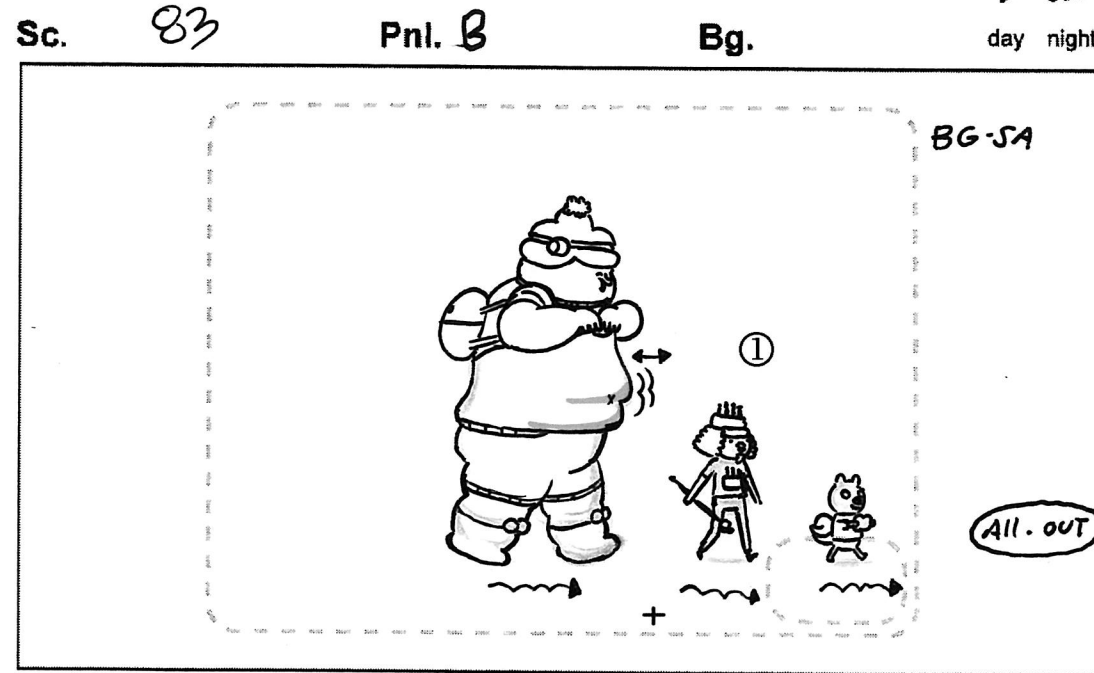
Production :

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ADVENTURE TIME



Page 109



Dialog: KOO/ classes.

Action: - T. LEADS F. + SP OFF/S. - EXT. C. KINGDOM NEAR CANDY TAVERN

Timing: Belly flops side to side 2X faster than steps

See reference MOV.

EPISODE # 1025-179

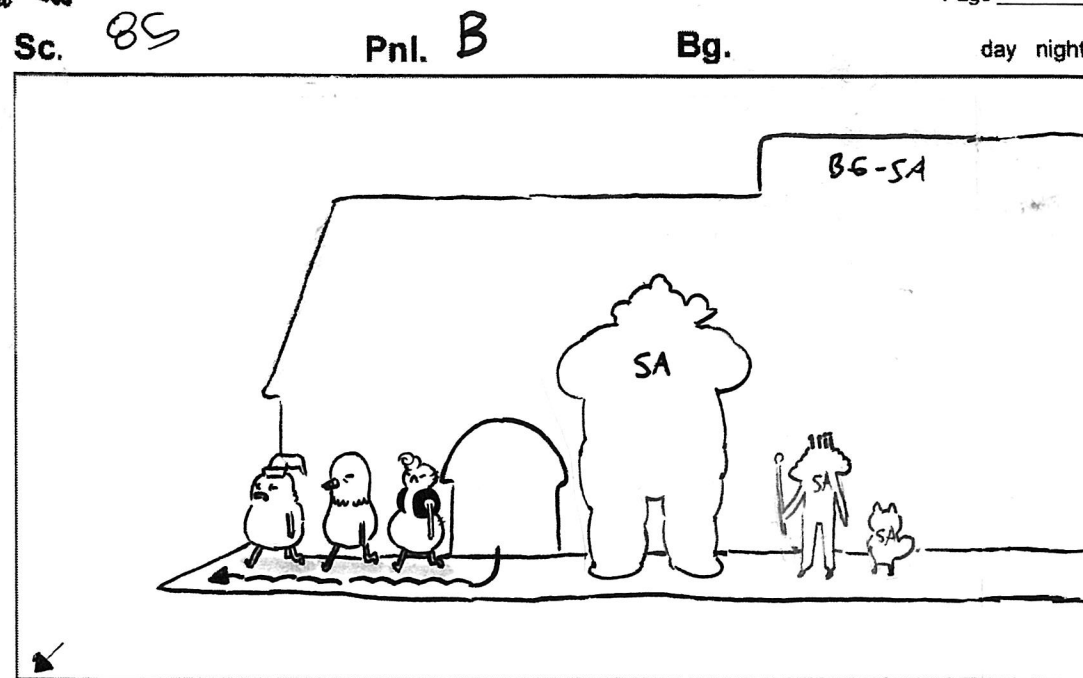
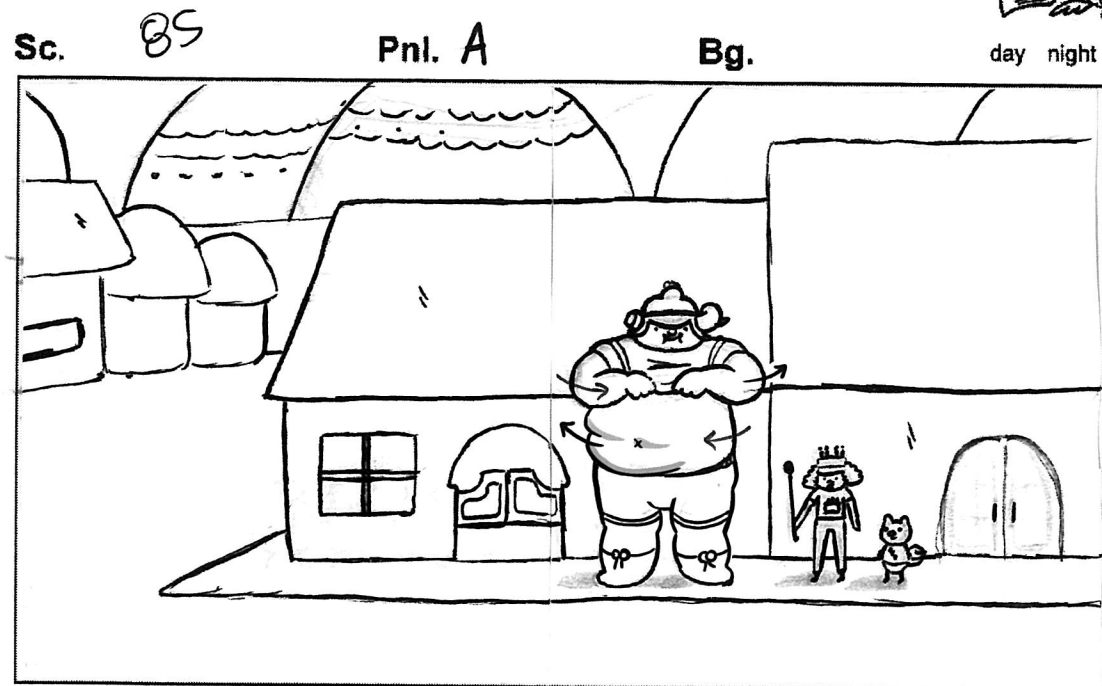
Production :

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ADVENTURE TIME



Page 110



Dialog:

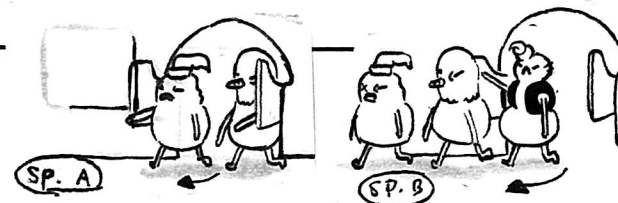
SFX: * WOBBLING *

Action:

S.P. moving belly.



- 3 CANDY PEOPLE
WALK OUT OF
TAVERN.



Timing:

EPISODE # 1025-179

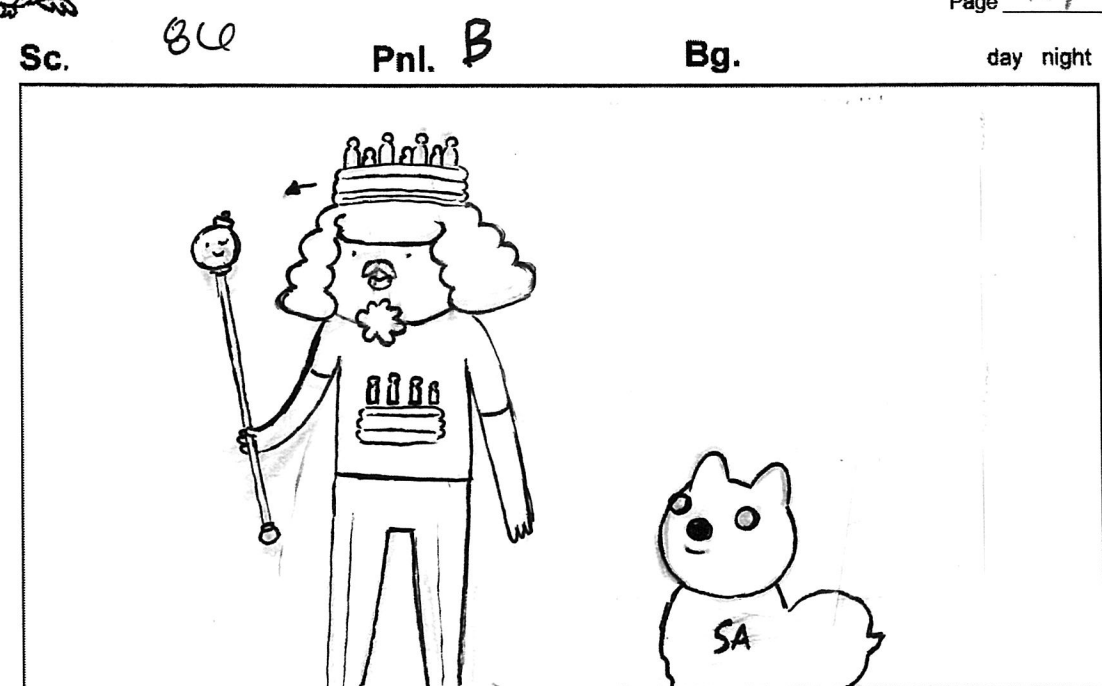
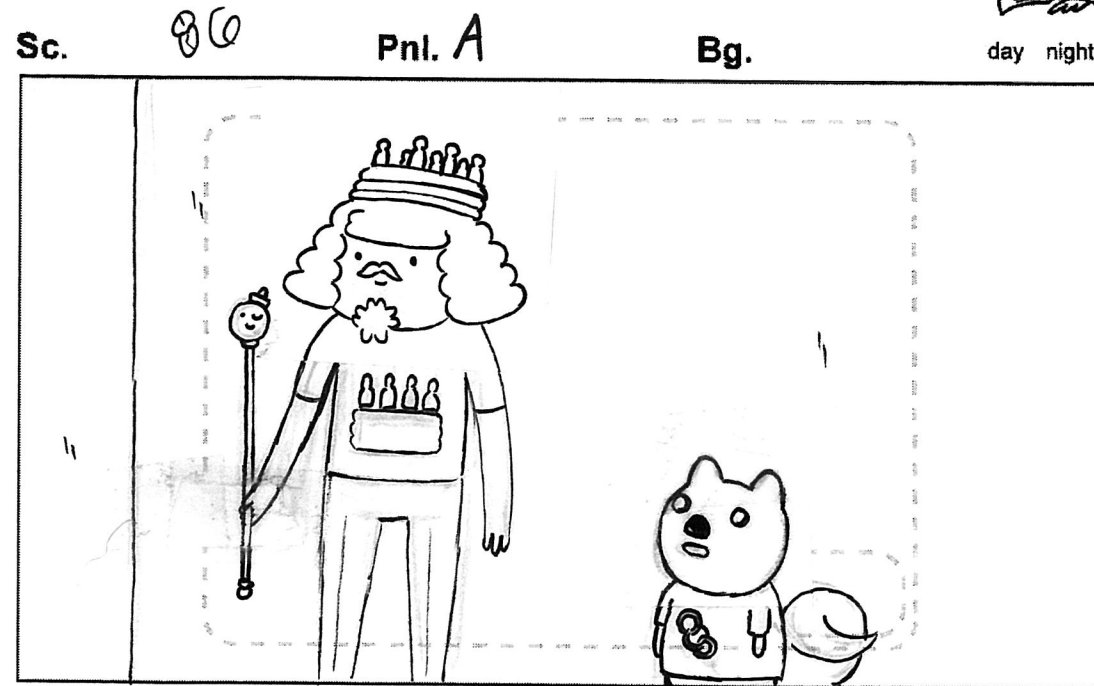
Production :

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ADVENTURE TIME



Page 111



Dialog:

KOO: Hey you mugs, Wanna see some world class dancing?

Action:

Timing:

1025-179

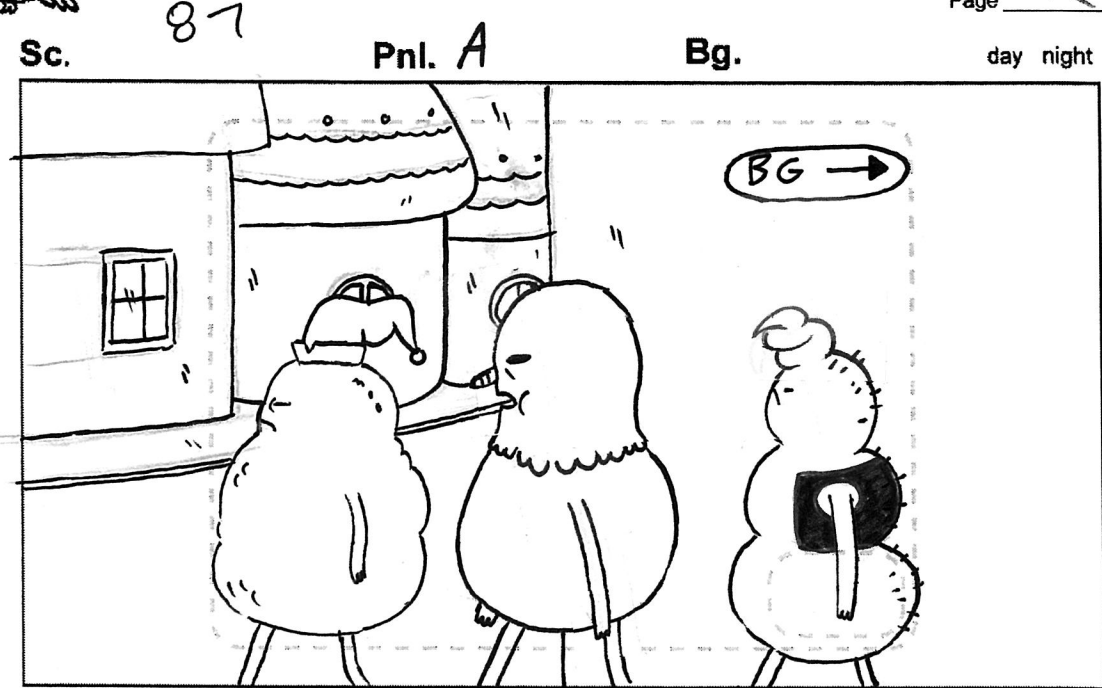
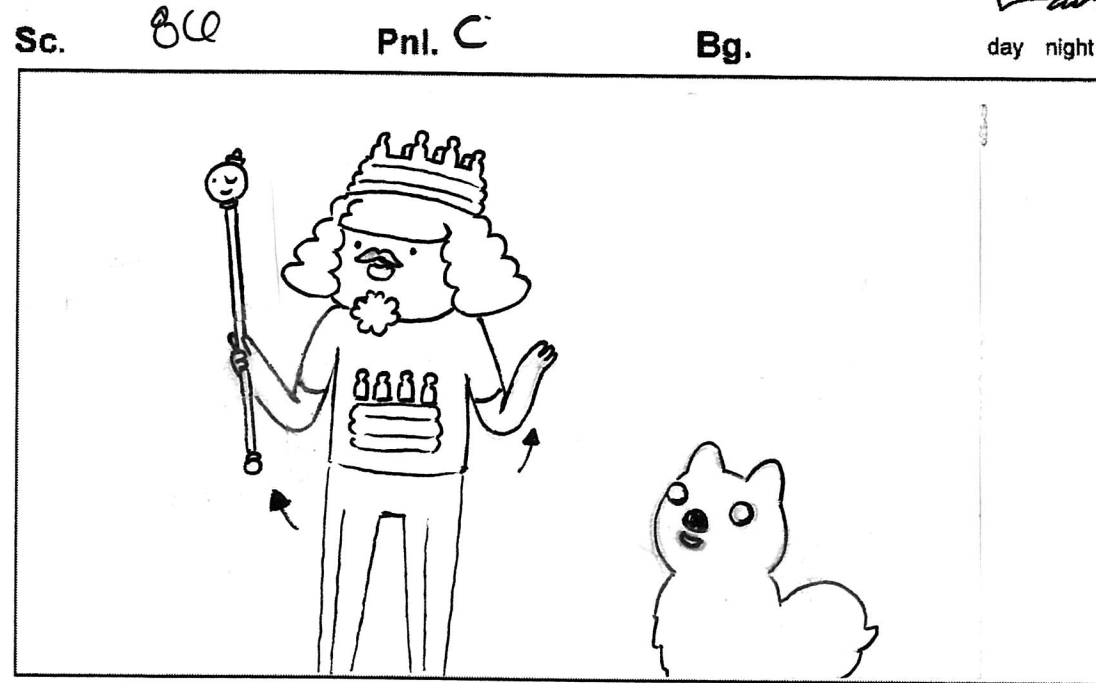
EPISODE #

Production :

ADVENTURE TIME



Page 112



Dialog: KOO: Just turn around!

TAVERN PATRON #2 Leave me alone!

Action: KOO motions circle with scepter.



Timing:

EPISODE # 1025-179

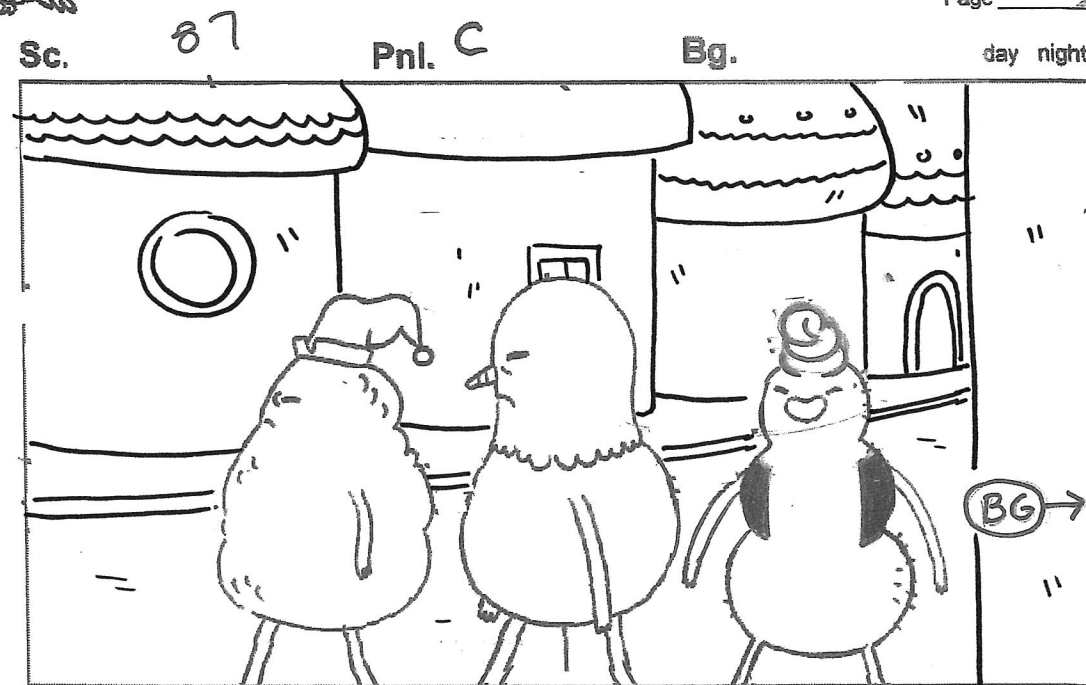
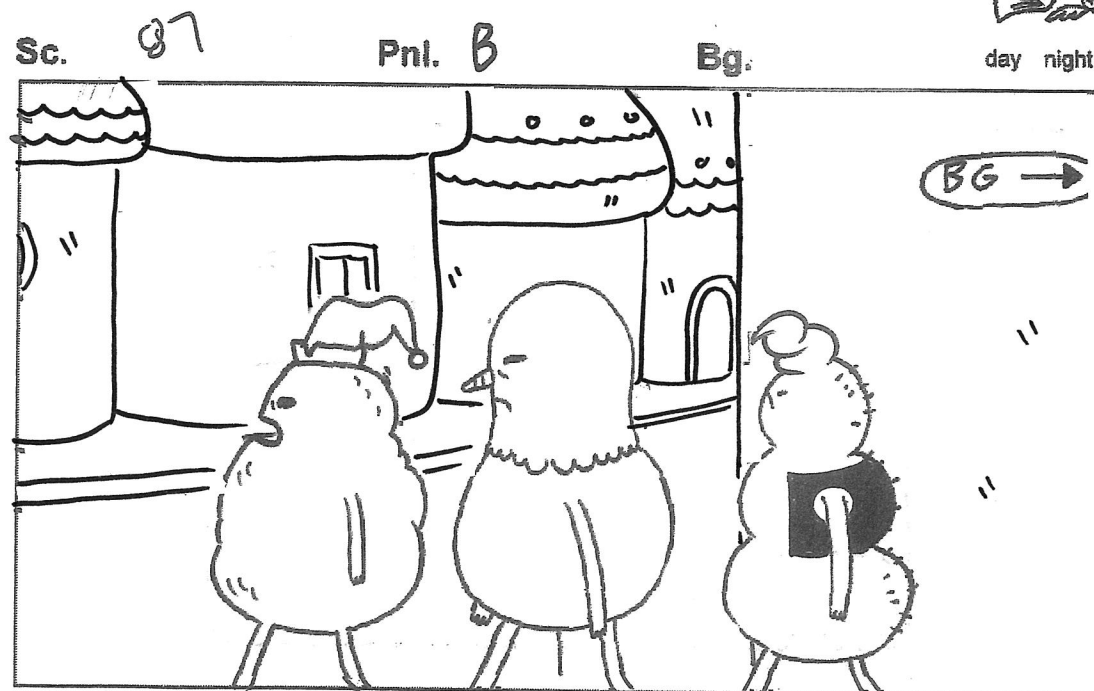
Production :

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ADVENTURE TIME



Page 1/3



Dialog: TAVERN PATRON #1 Leave me alone too!

TAVERN PATRON #3; I'm turning around.

Action:



Timing:

EPISODE # 1025-179

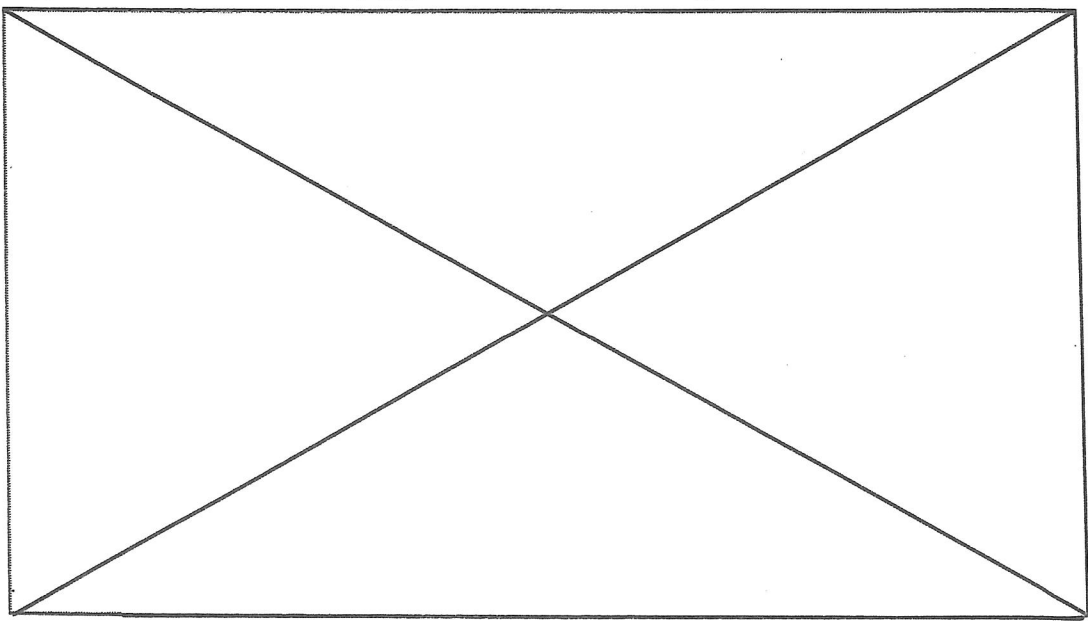
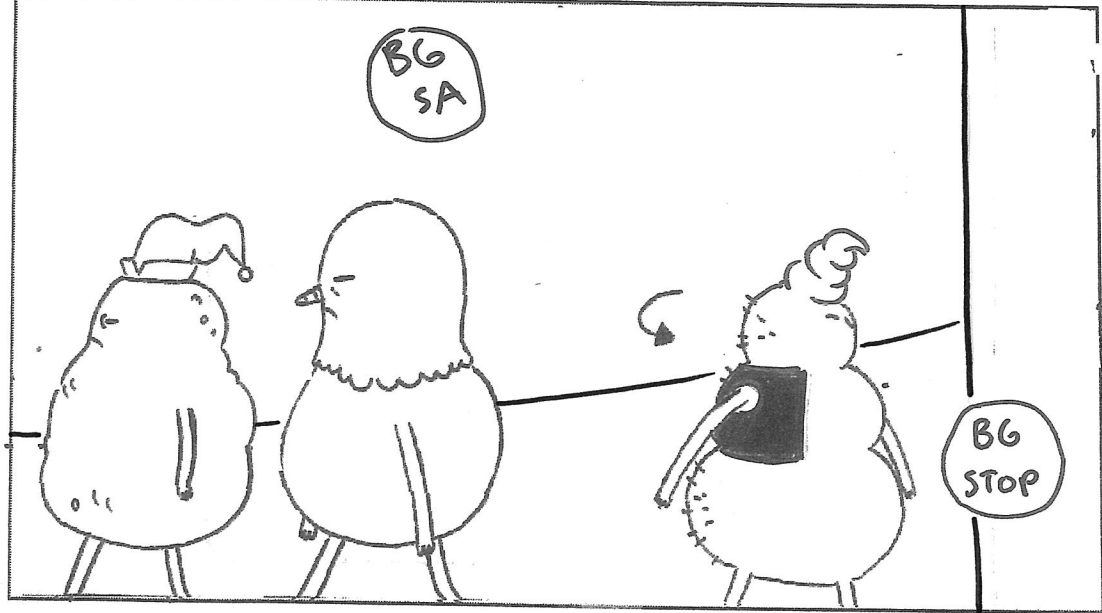
Production :

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ADVENTURE TIME



Sc. 87 Pnl. D Bg. day night Sc. Pnl. Bg. day night



Dialog:	
Action: <u>last patron turns around.</u>	
Timing:	

EPISODE # 1025-179
Production :

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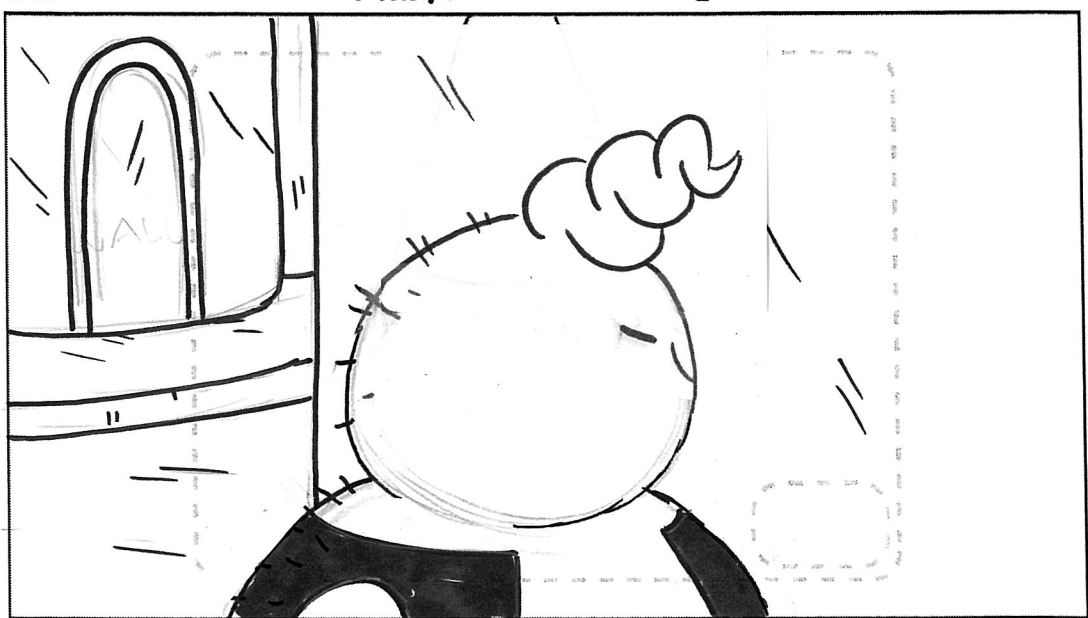
ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night



Sc. 89 Pnl. A Bg. day night



Dialog:	
Action: Sweet P. shuffling.	
Timing:	

EPISODE # 1025-179
Production :

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ADVENTURE TIME

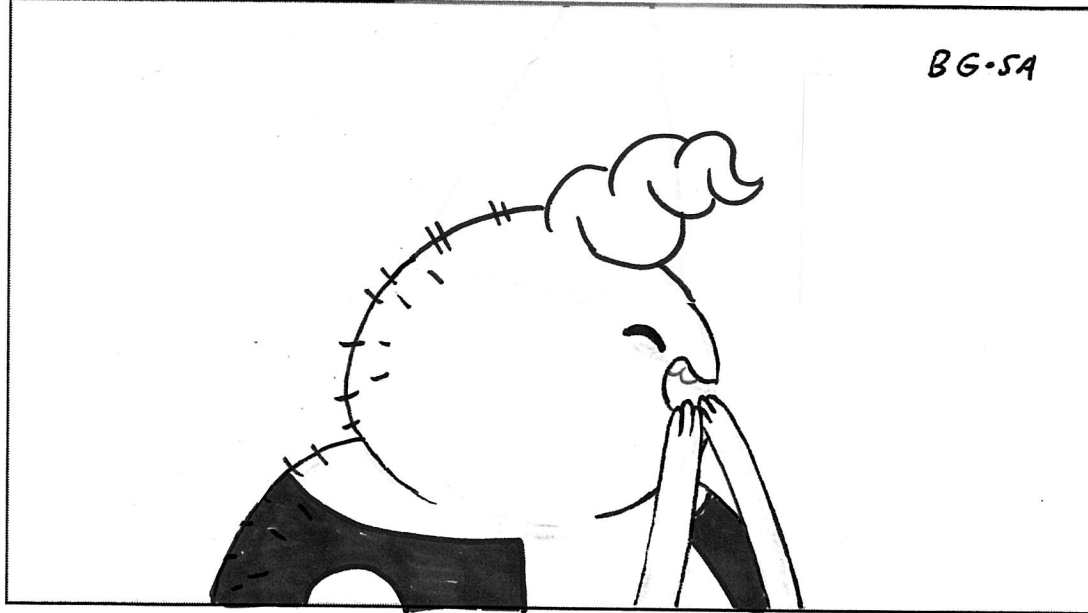


Sc. 89

Pnl. B

Bg.

day night



BG-SA

Sc. 90

Pnl. A

Bg.

day night



Dialog:

TP#3 : SNORTING /
[LAUGHING]

TP#3 : [Laughing]

Action:

Laughs hard.



Timing:

EPISODE # 1025-179

Production :

ADVENTURE TIME



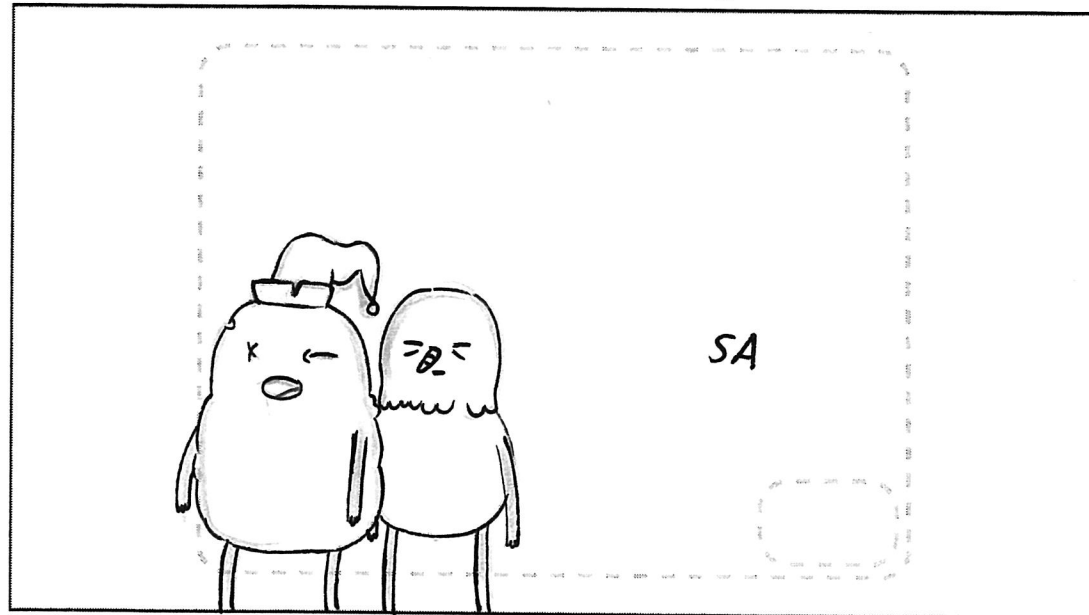
Page 117

Sc. 90

Pnl. B

Bg.

day night

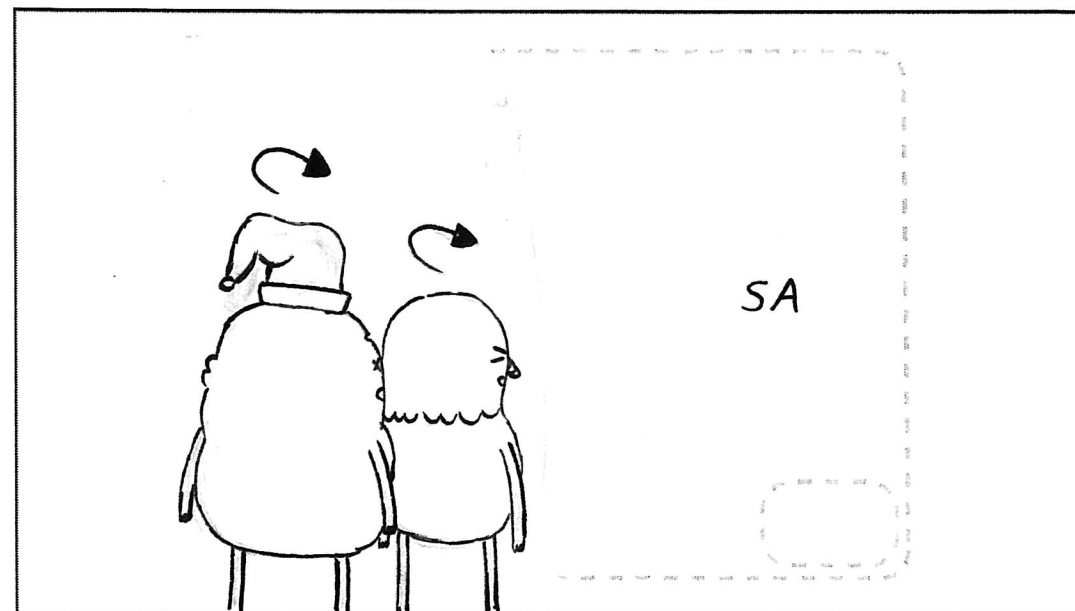


Sc. 90

Pnl. C

Bg.

day night



Dialog:

Action:

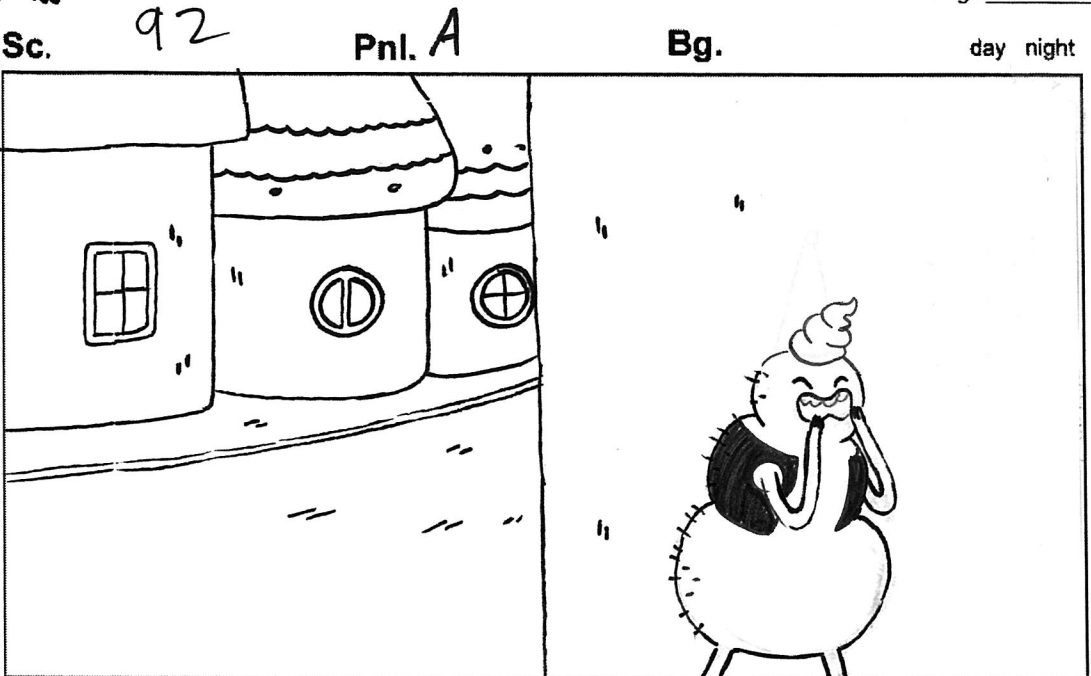
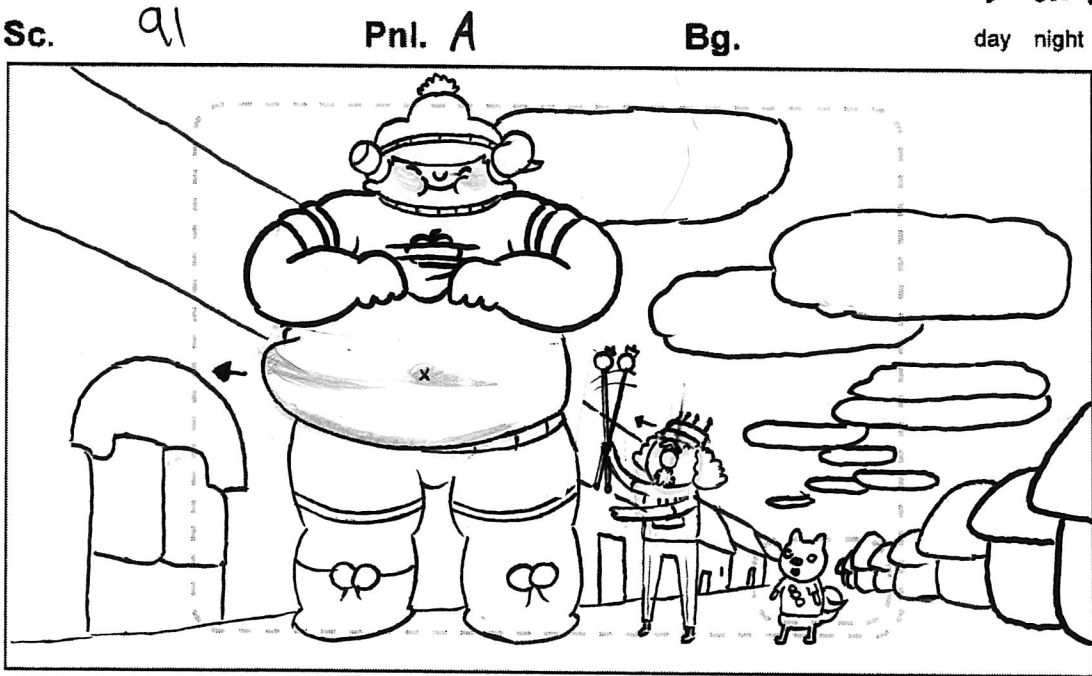
- TP #1 + 2 TURN AROUND.

Timing:

EPISODE # 1025-179

Production :

ADVENTURE TIME



Dialog: KOO: Ahh!...AAH!!

Action: - sweet P. shuffling.

Timing:

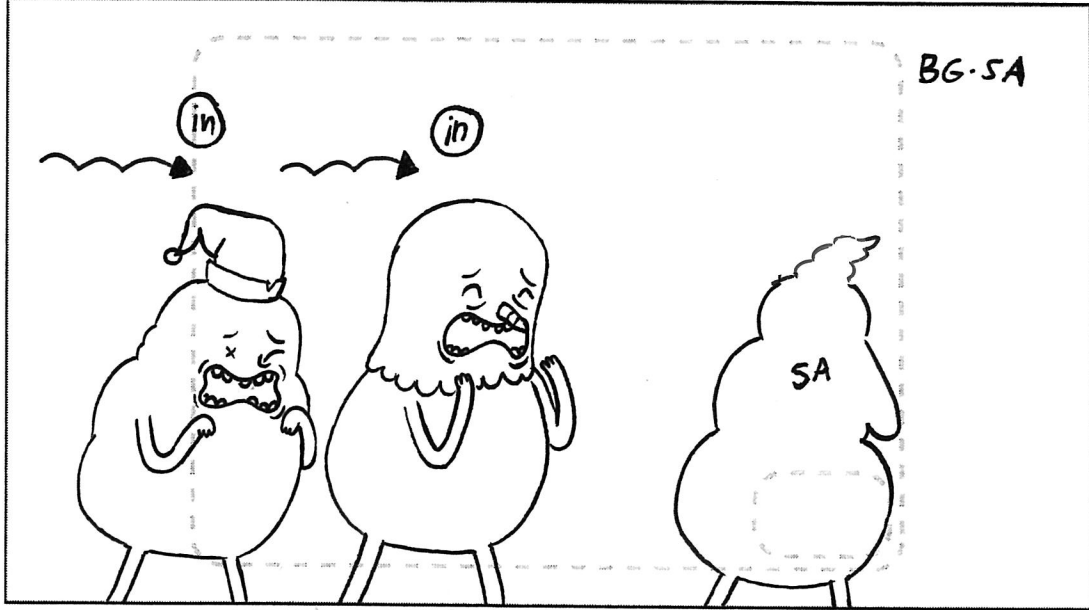


TP#3: [LAUGHING]

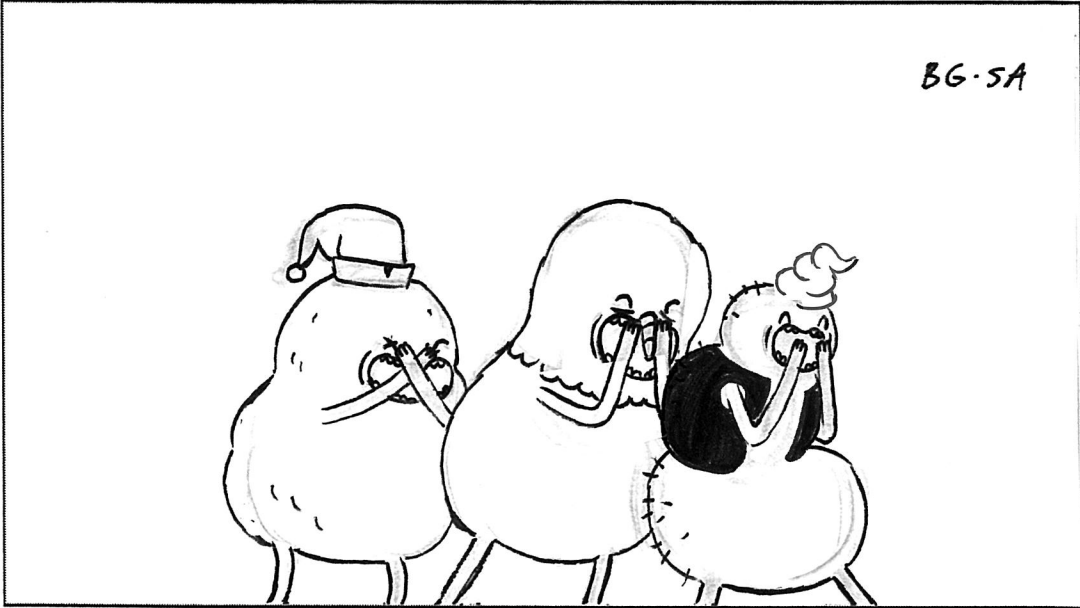
ADVENTURE TIME



Sc. 92 Pnl. B Bg. day night



Sc. 92 Pnl. C Bg. day night



Dialog:

TP #1
TP #2 : [LAUGHING]
TP #3

Action:

1st + 2nd patron walk in, laughing.

Timing:

EPISODE #

1025-179

Production :

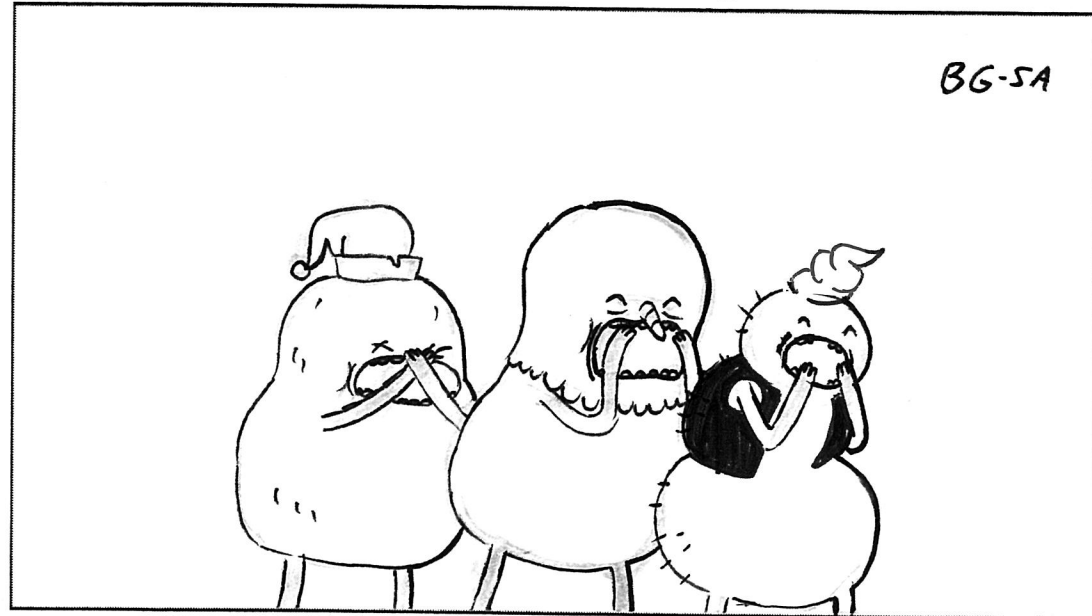
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ADVENTURE TIME

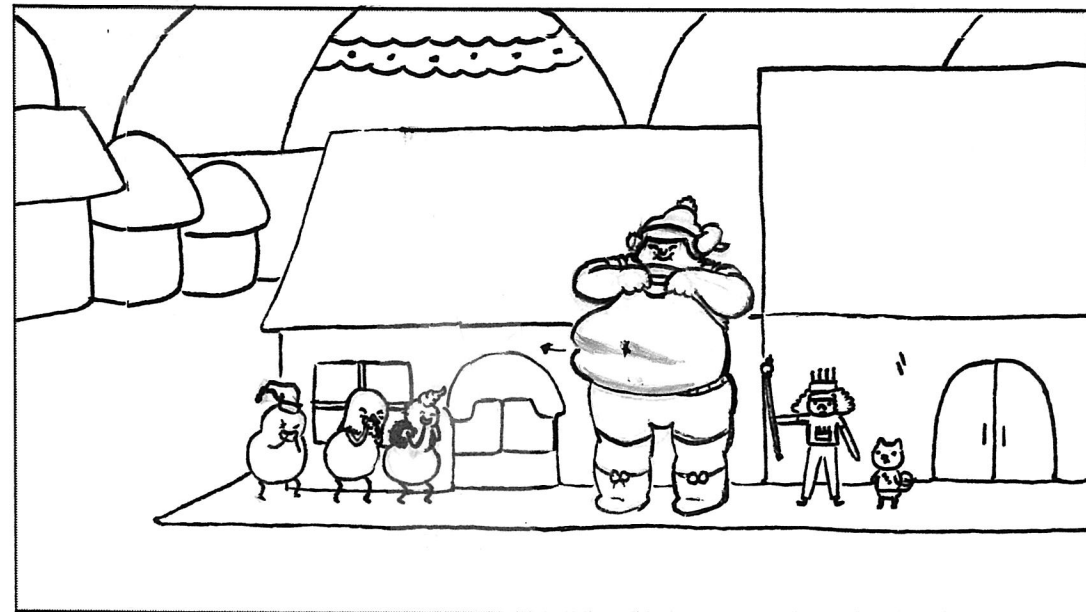


Page 120

Sc. 92 Pnl. 0 Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:

TP #1
TP #2 : [LAUGHING GETS MORE HYSTERICAL]
TP #3

Action:

- Sweet P. shuffles harder.

Timing:

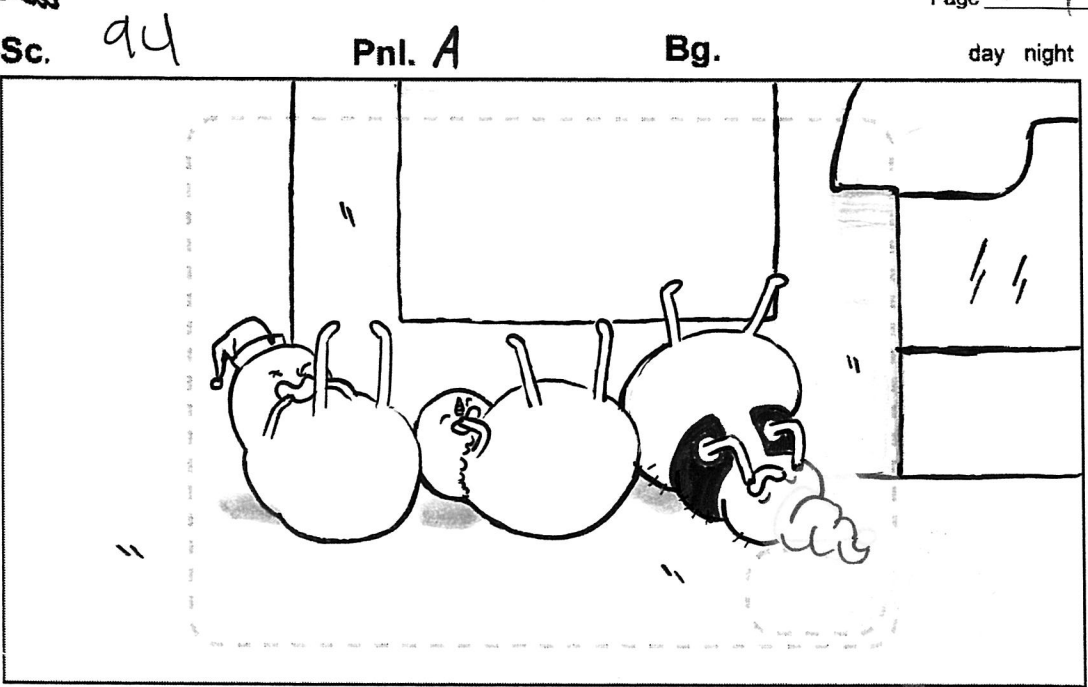
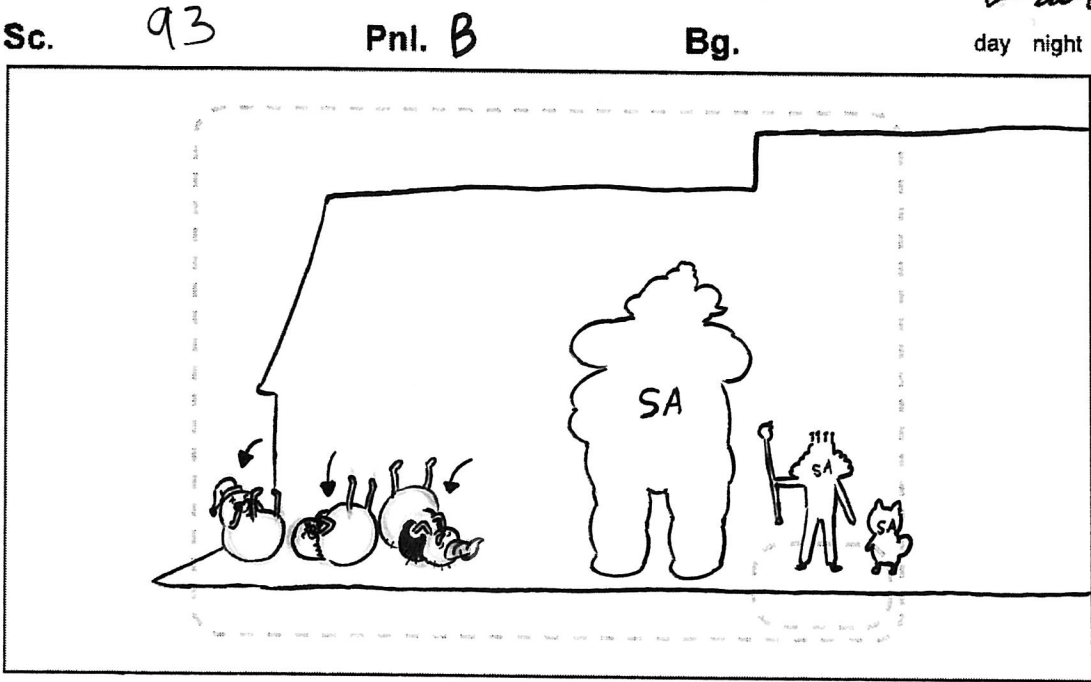


EPISODE # 1025-179

Production :

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ADVENTURE TIME



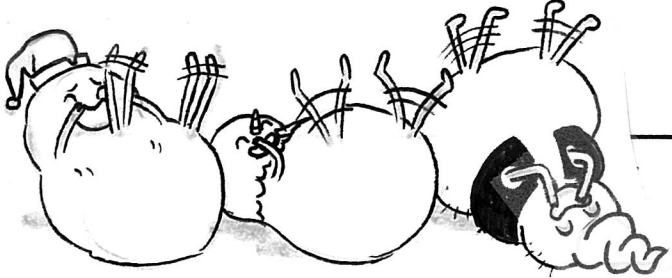
Dialog:

TP #1
TP #2 : [INTENSE LAUGHTER]
TP #3

Action:

— Patrons laugh so hard they drop. — CANDY T.P.'S KICK THEIR LEGS.

Timing:



1025-179

EPISODE #

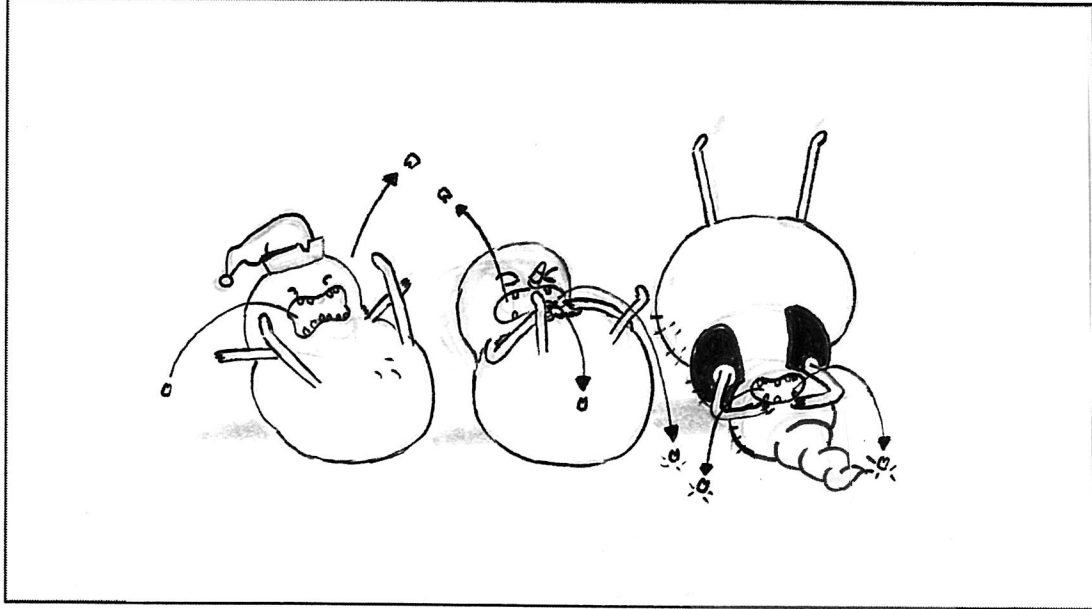
Production :

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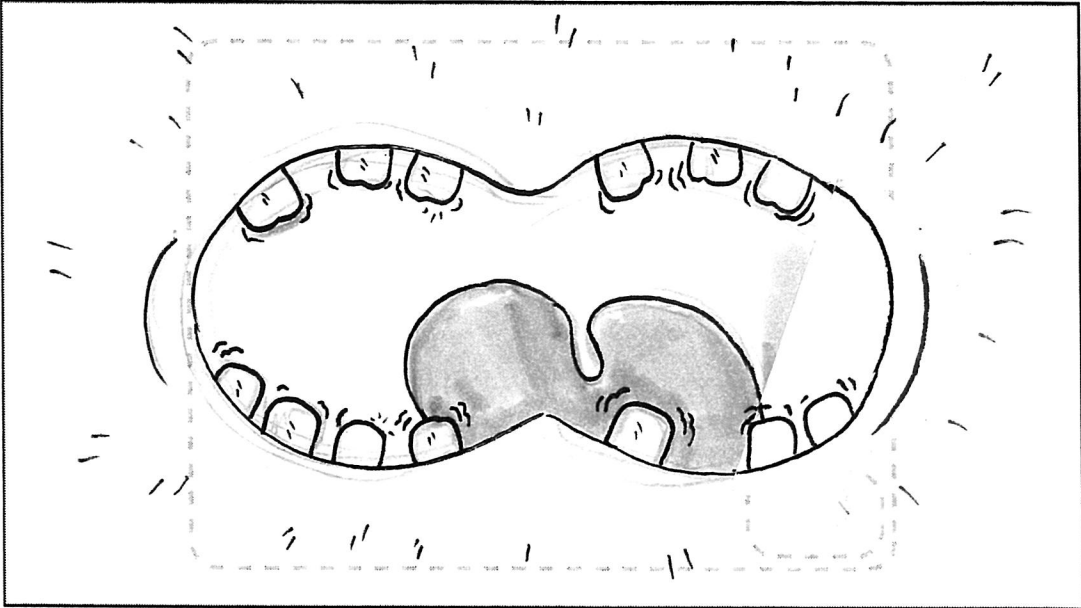
ADVENTURE TIME



Sc. 94 Pnl. B Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:

TP#1
TP#2 : [LAUGHTER CONTINUES]
TP#3

Action:

They laugh so hard their gold
teeth pop out.

Timing:

EPISODE # 1025-179
Production :

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ADVENTURE TIME



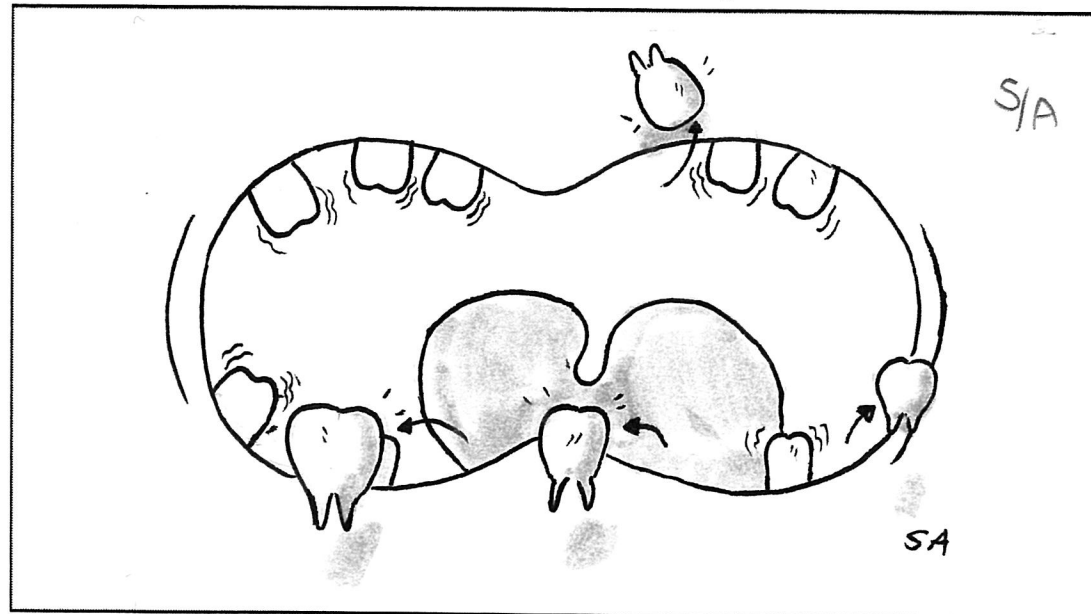
Page 123

Sc. as

Pnl. B

Bg.

day night

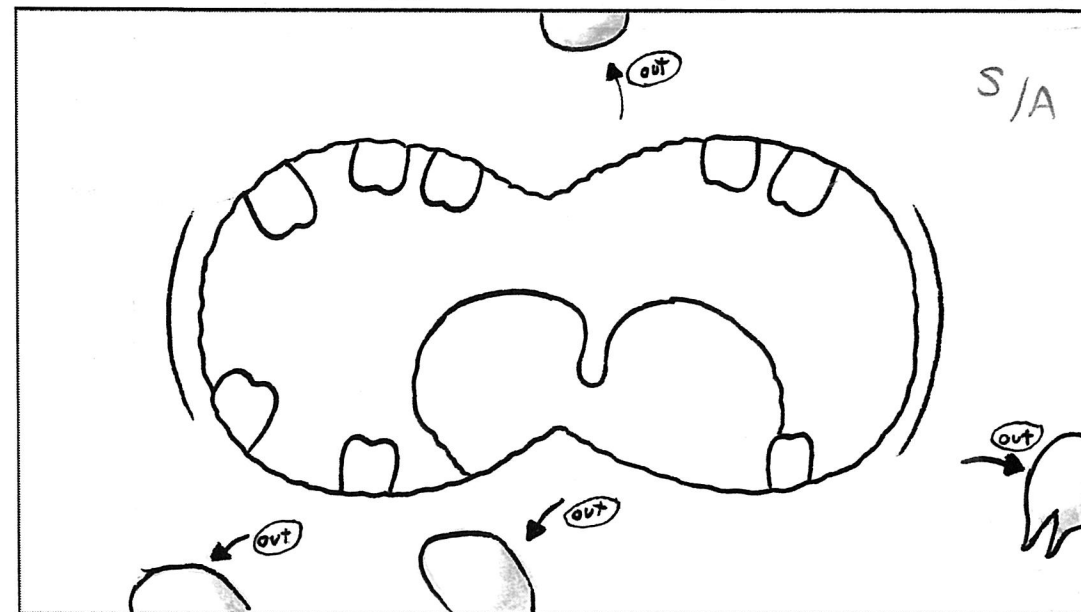


Sc. as

Pnl. C

Bg.

day night



Dialog:

TP#1
TP#2
TP#3

[LAUGHTER CONT'D]

SFX: * POP - POP - POP - POP ! *

Action:

- GOLD TEETH POP OUT OF MOUTH AND FALL OFF/5.

Timing:

EPISODE #

1025-179

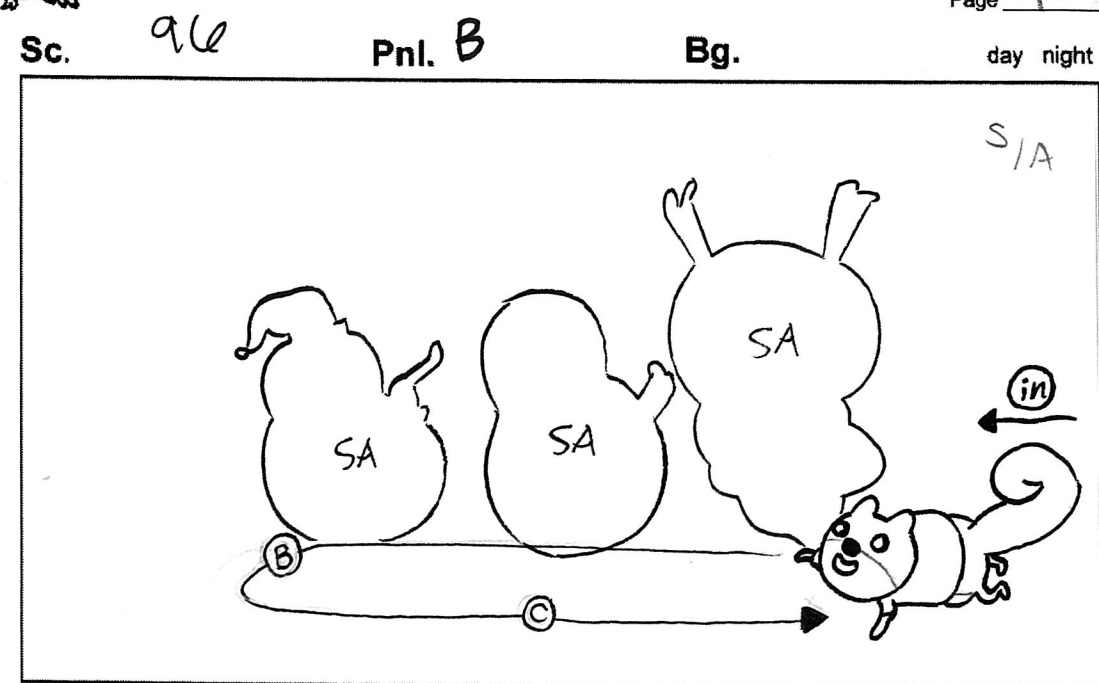
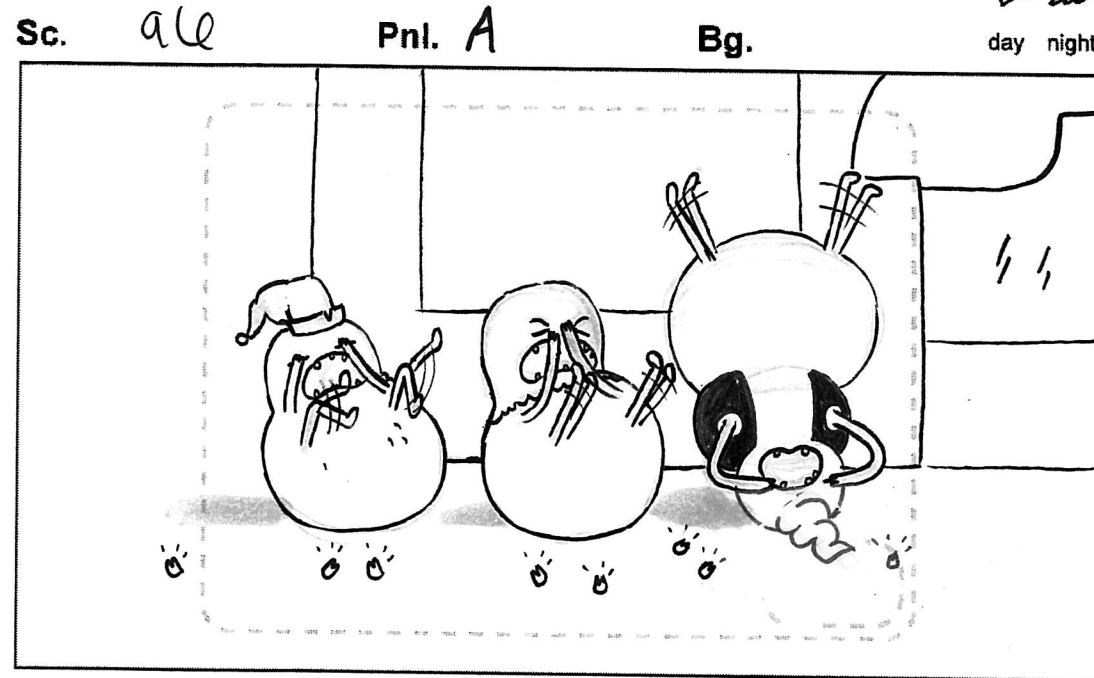
Production :

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ADVENTURE TIME



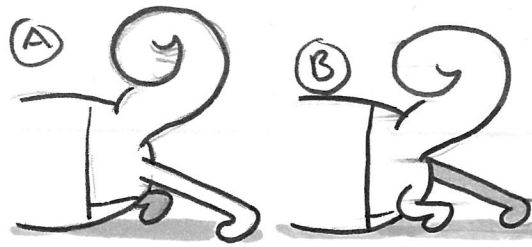
Page 124



Dialog:
TP#1
TP#2
TP#3
[MANIC LAUGHTER CONT'D]

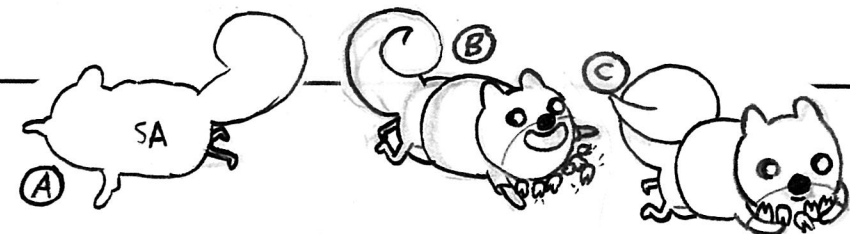
I: TEEETH!

Action:



TORONTO'S LEGS CYCLE
A, B, A, B...

-Toronto running while on stomach, collecting gold teeth.



Timing:

1025-179

EPISODE #

Production :

ADVENTURE TIME



Sc. 96 Pnl. C Bg. day night

S/A

Sc. 96 Pnl. D Bg. day night

S/A

Dialog:

Action:

Timing:



- Koo crawls in.
- KOO REACHES INTO PATRON #2'S VEST, PULLS OUT CASH.



EPISODE # 1025-179

Production :

ADVENTURE TIME



Page 126

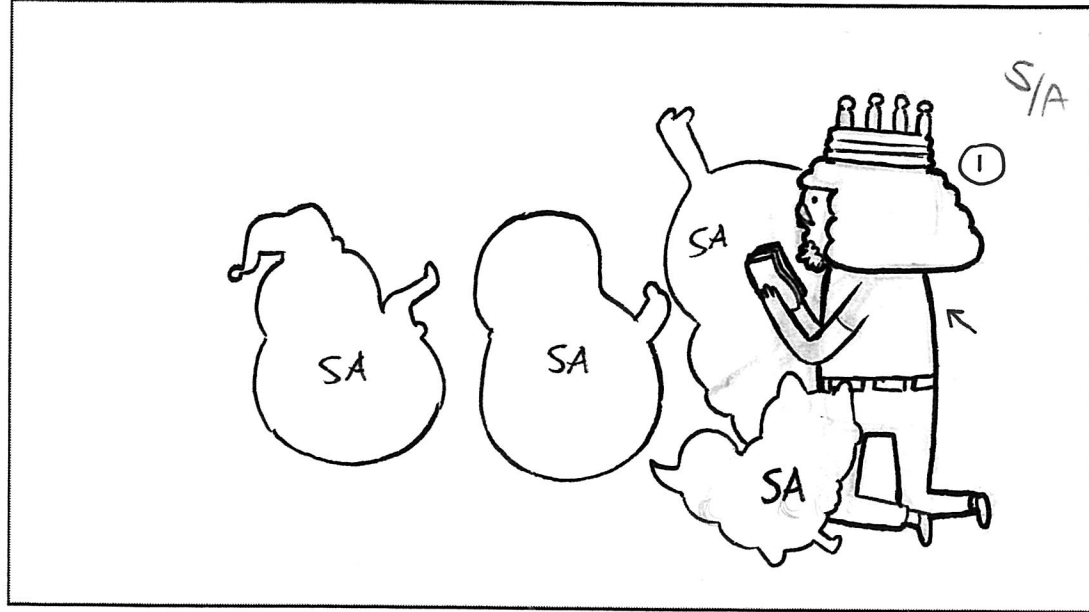
Sc.

all

Pnl. *E*

Bg.

day night



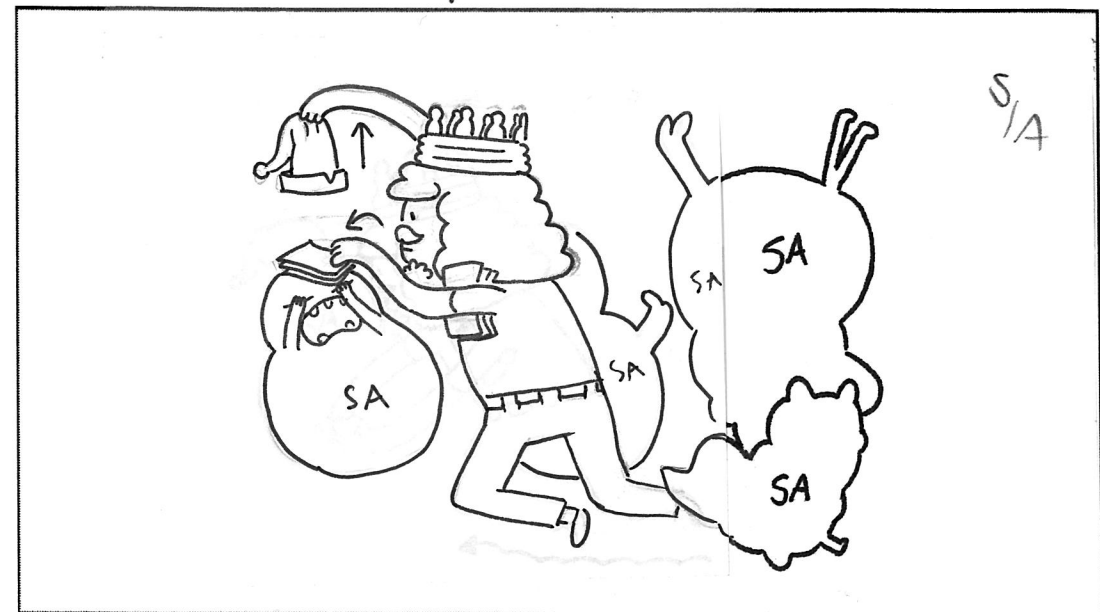
Sc.

all

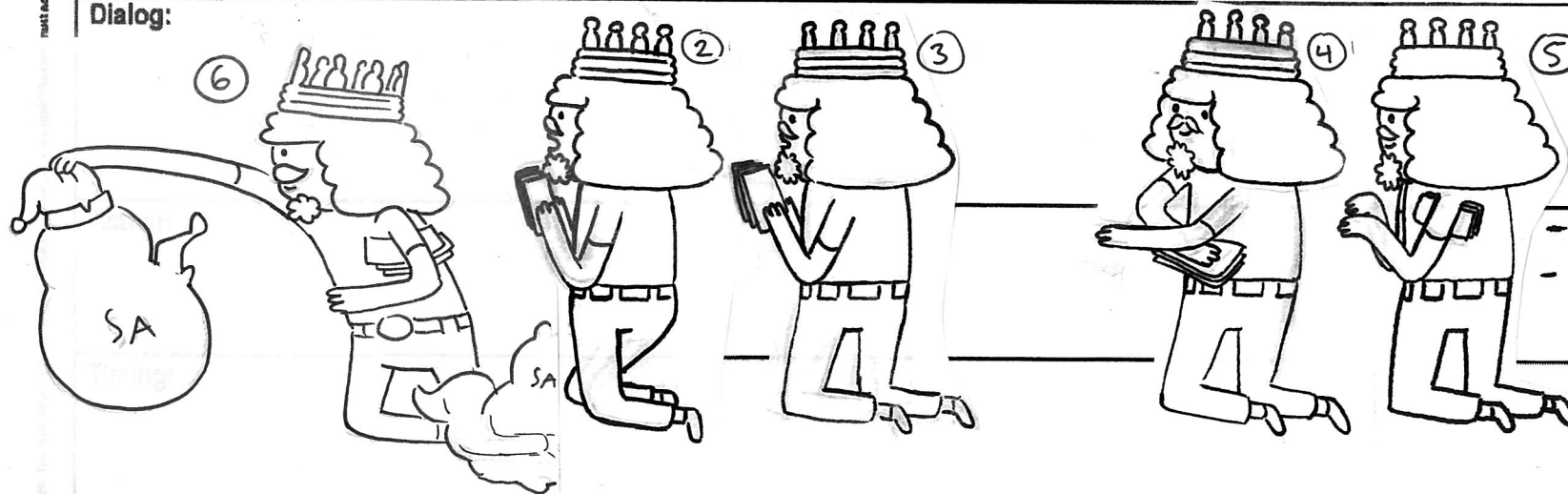
Pnl. *F*

Bg.

day night



Dialog:



-Walking on knees.
- puts first bunch of bills underneath arm.

EPISODE # 1025-179

Production :

ADVENTURE TIME



Page 127

Sc. 96

Pnl. G

Bg.

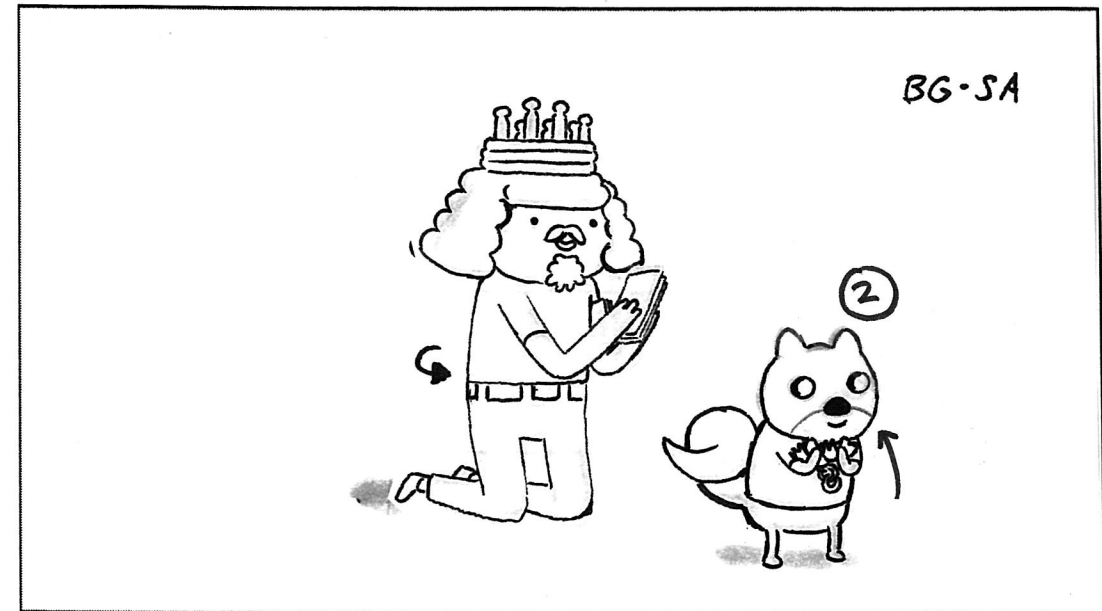
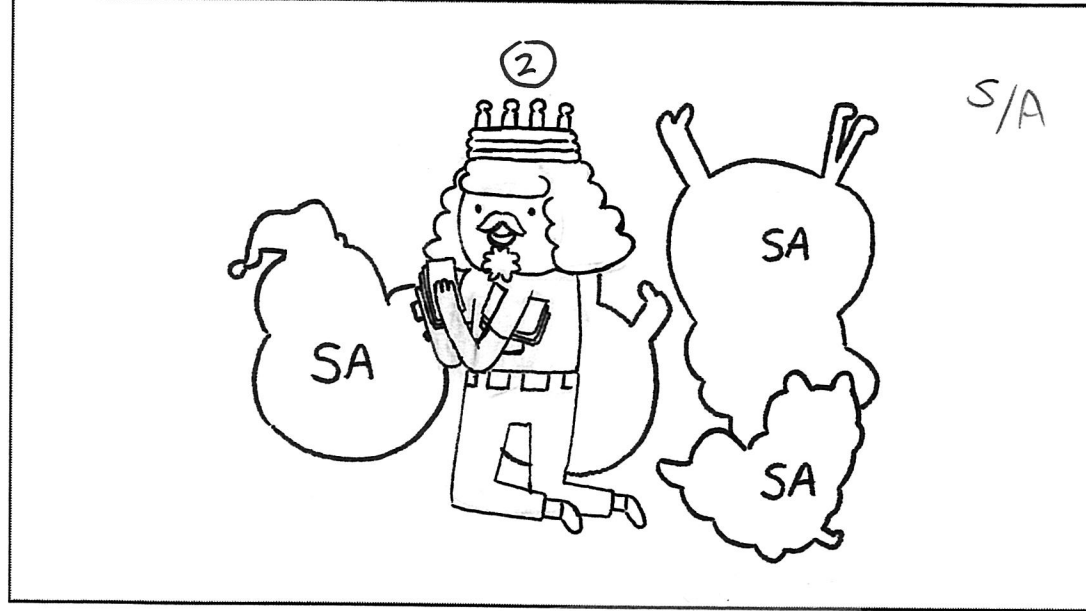
day night

Sc. 96

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:



SFX : SMACK

- KOOO PUTS CASH
STACKS TOGETHER.

1025-179

EPISODE #

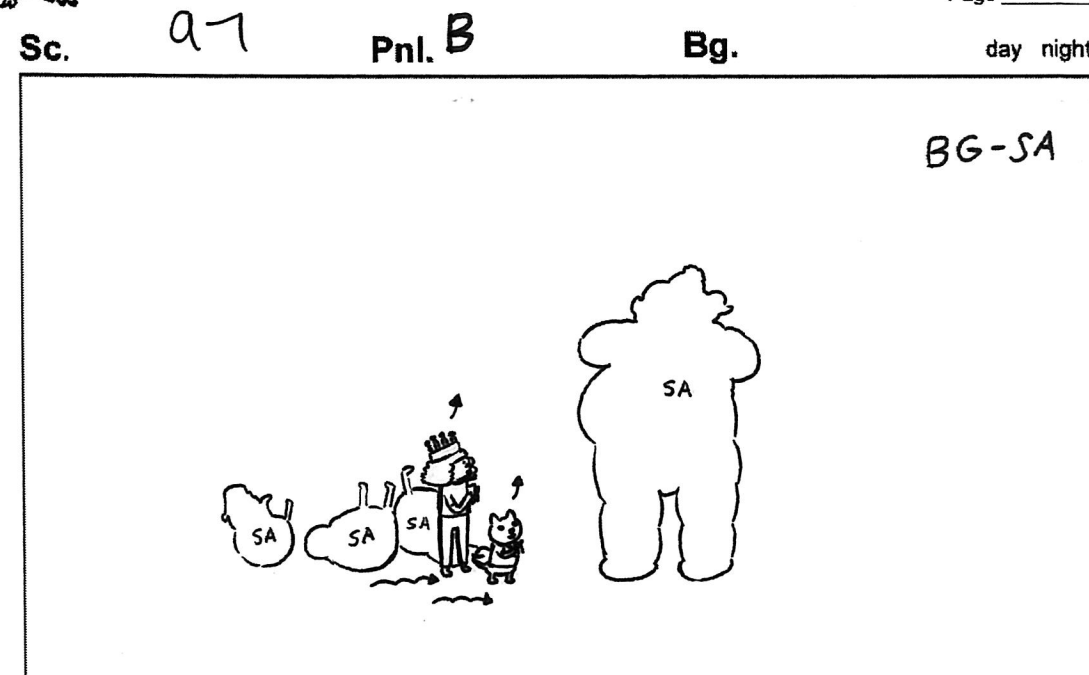
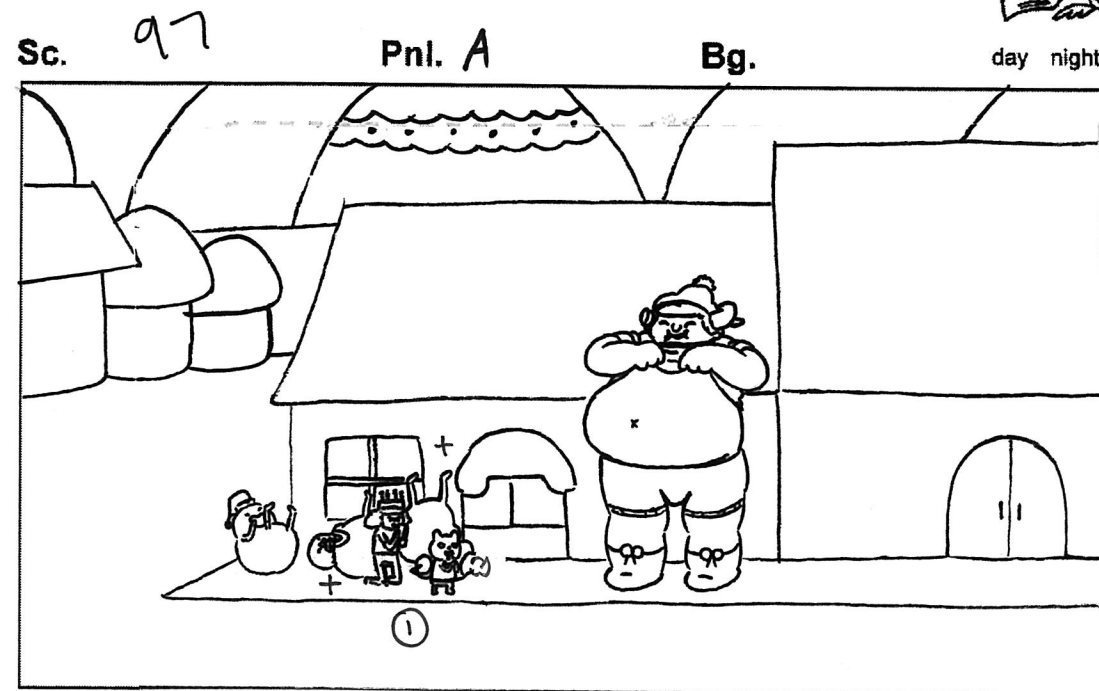
Production :

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ADVENTURE TIME

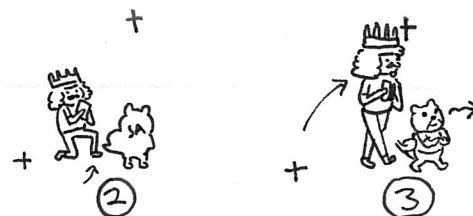


Page 128



Dialog:

Action:



- T+KOO STAND UP.

Timing:

EPISODE # 1025-179

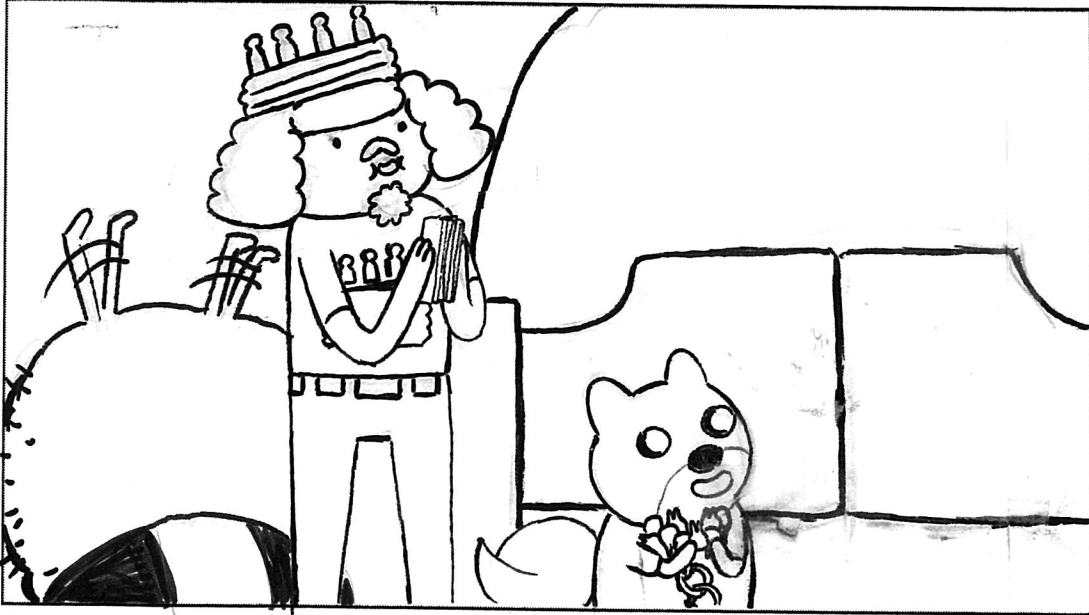
Production :

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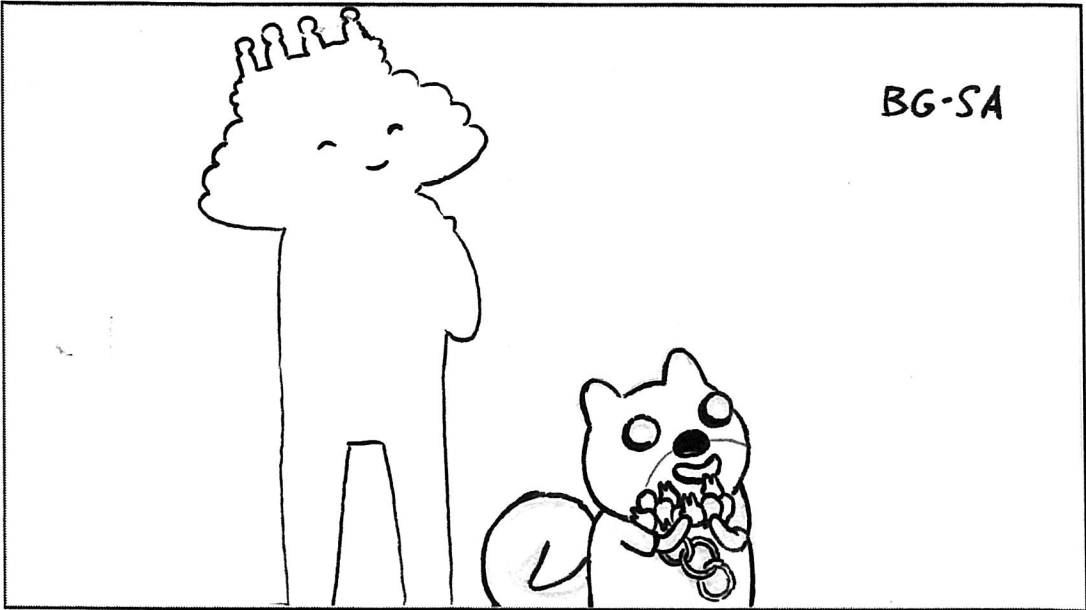
ADVENTURE TIME





Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



Dialog: KOO HCH, You did GREAT! I: You should come back tomorrow, kid! FOR MORE DANCIN' LESSONS!

Action:   (SP) (SP)

Timing:

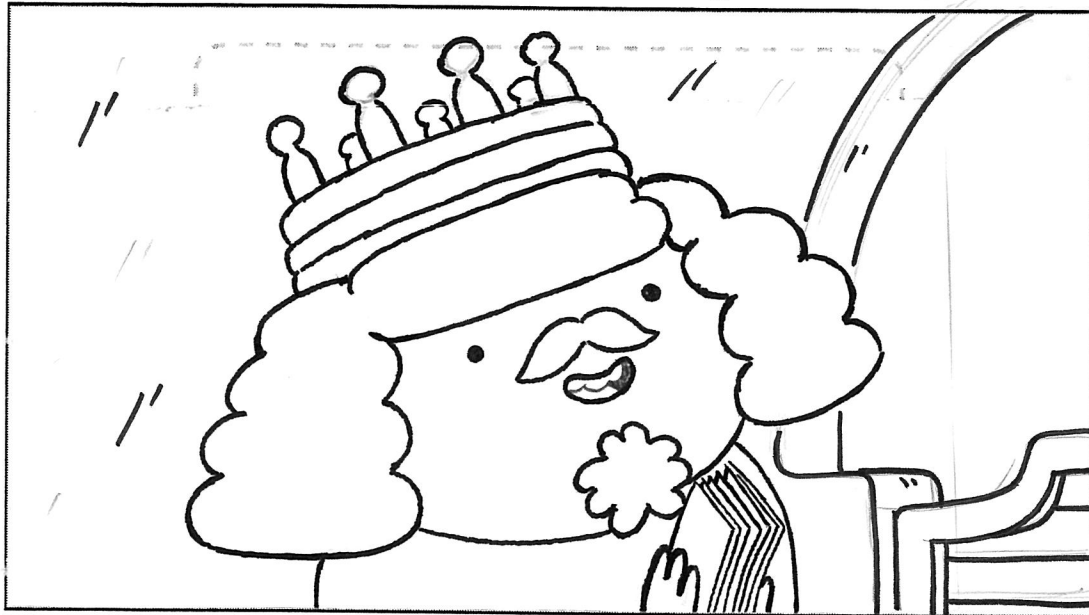
EPISODE # 1025-179 Production :

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ADVENTURE TIME



Sc. aa Pnl. A Bg. day night



Sc. aa Pnl. B Bg. day night



Dialog: KOO: YEAH, You're getting a better education on the street+ than you'd ever get in school, eh?

Action: -Koo Reaches down.

Timing:

EPISODE # 1025-179
Production :

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ADVENTURE TIME



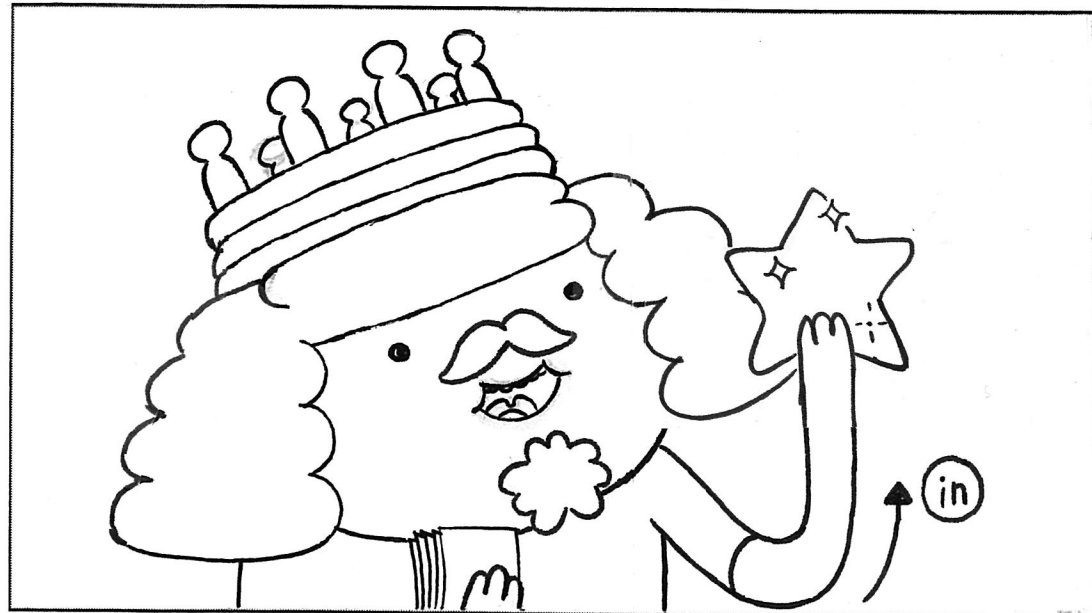
Page 13p

Sc. 99

Pnl. C

Bg.

day night



Sc. 100

Pnl. A

Bg.

day night



Dialog: KOO: Have a gold star.

Action: - KOO HOLDS UP GOLD STAR.



Timing:

EPISODE # 1025-179

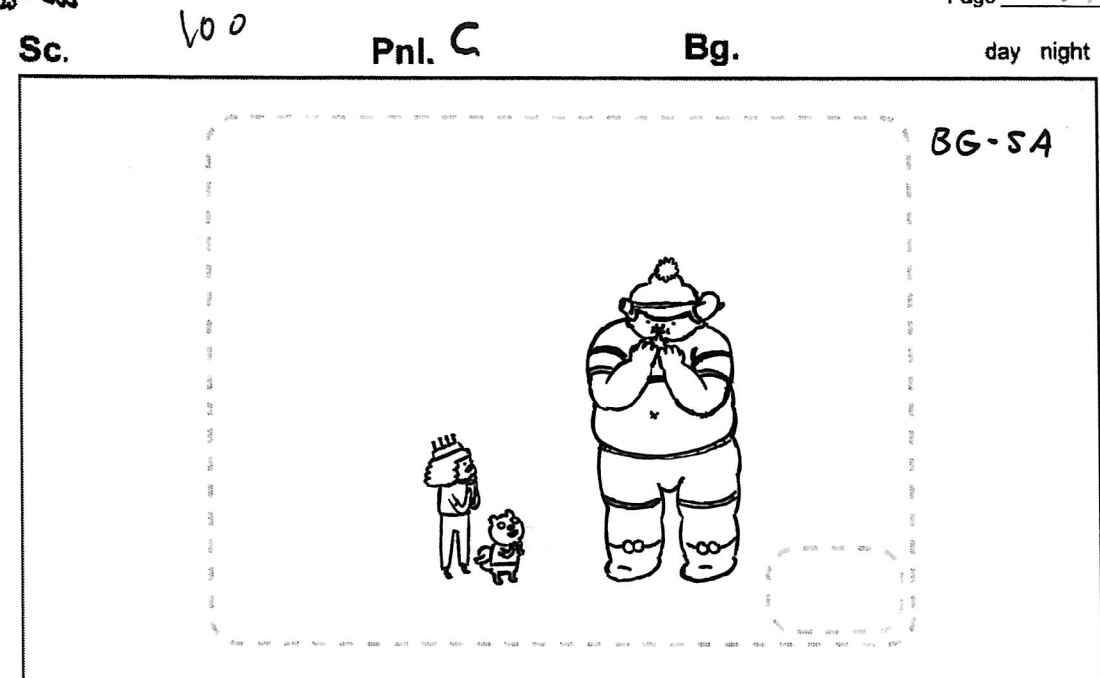
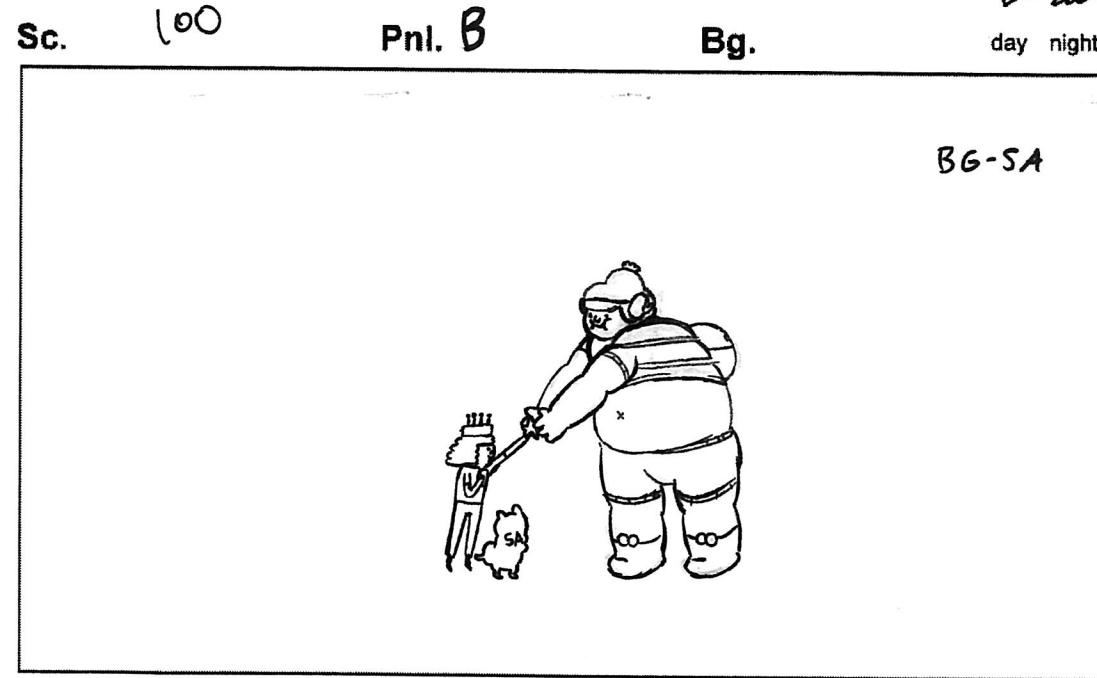
Production :

ADVENTURE TIME



Next Pg. 134

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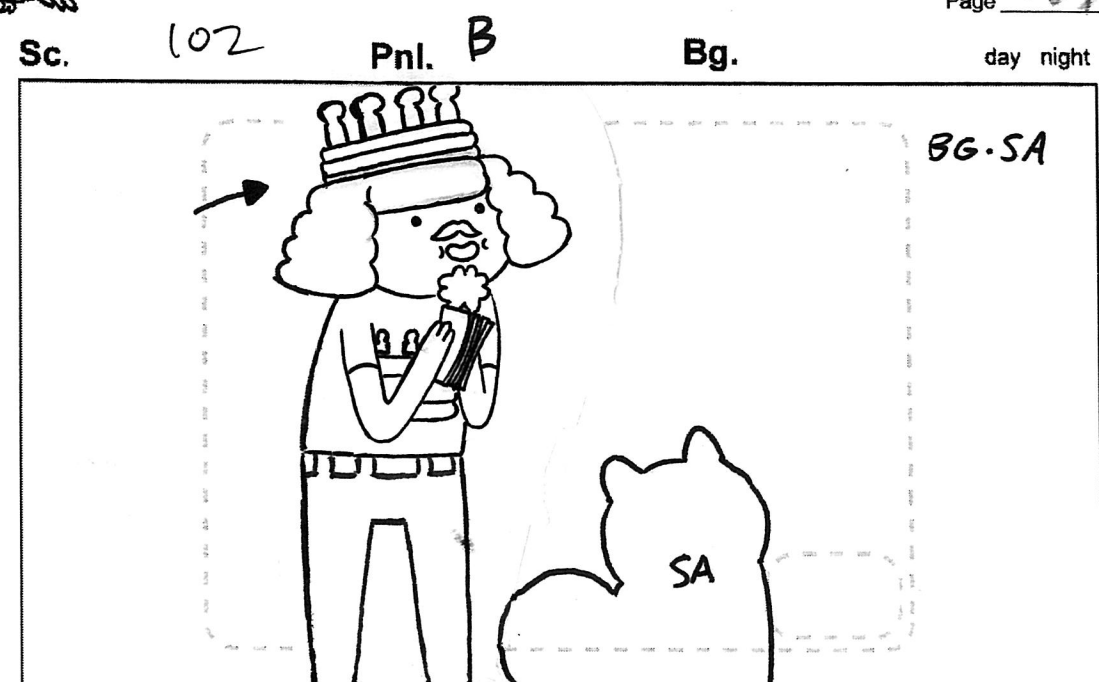
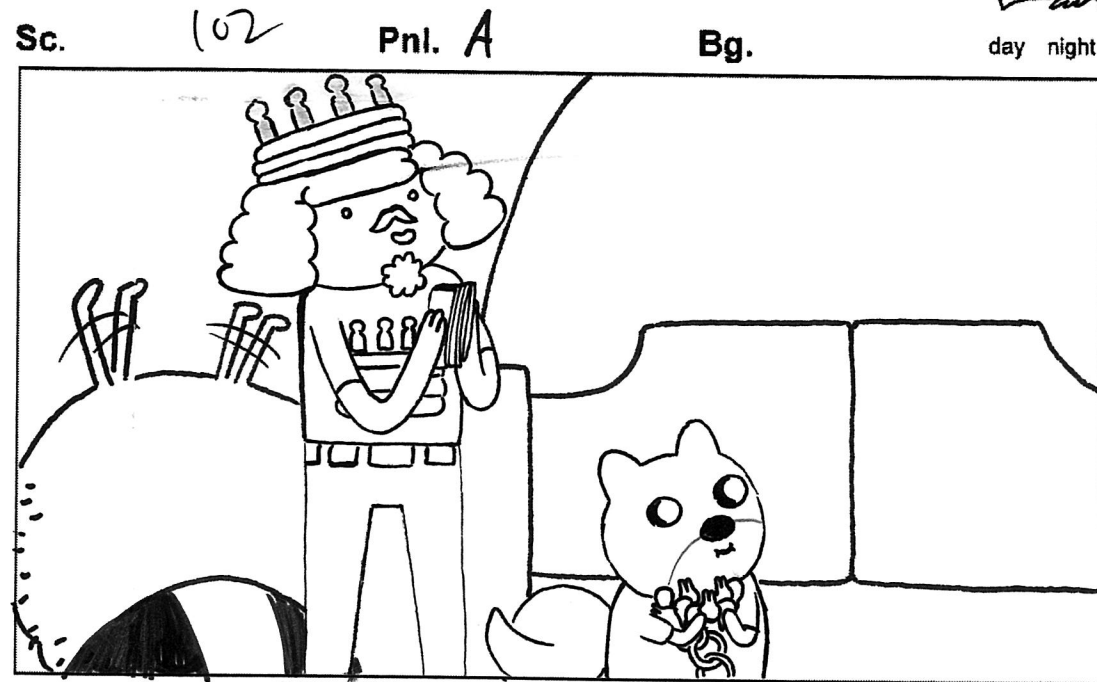
Dialog:	<u>KOO</u> : SHOW THAT TO your parents, kid. <u>I</u> : They'll love it!
Action:	- Sweet P. takes star from K.O.O.
Timing:	

1025-179

EPISODE #

Production :

ADVENTURE TIME



Dialog:

KOO: BUT! --

KOO: Don't tell 'em where you got it! Or you'll ruin the surprise.

Action:

Timing:

EPISODE #

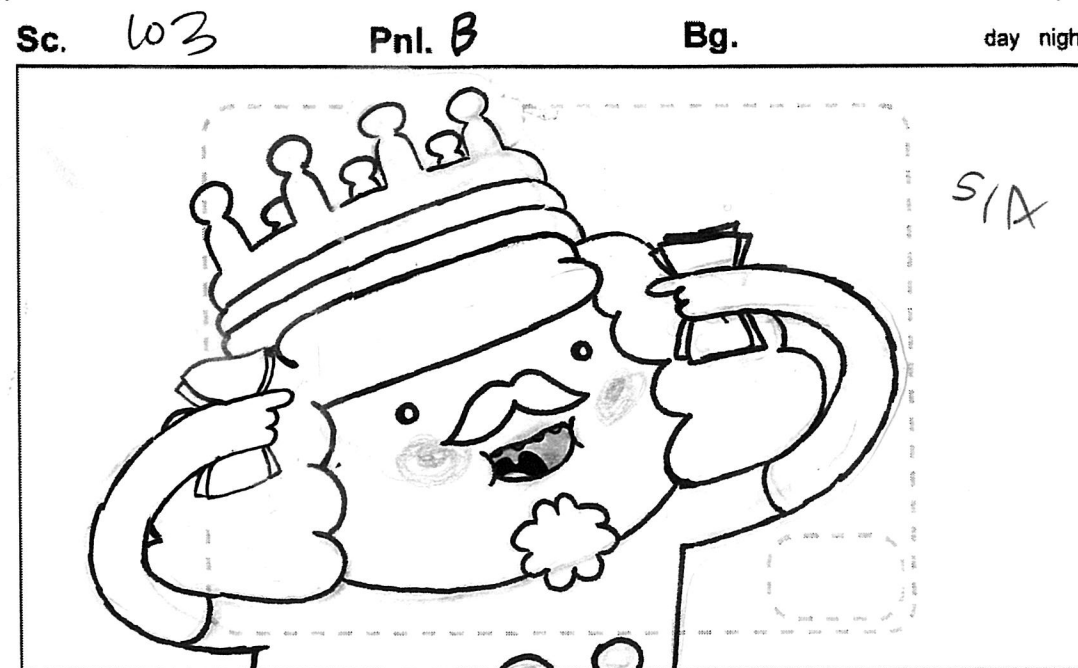
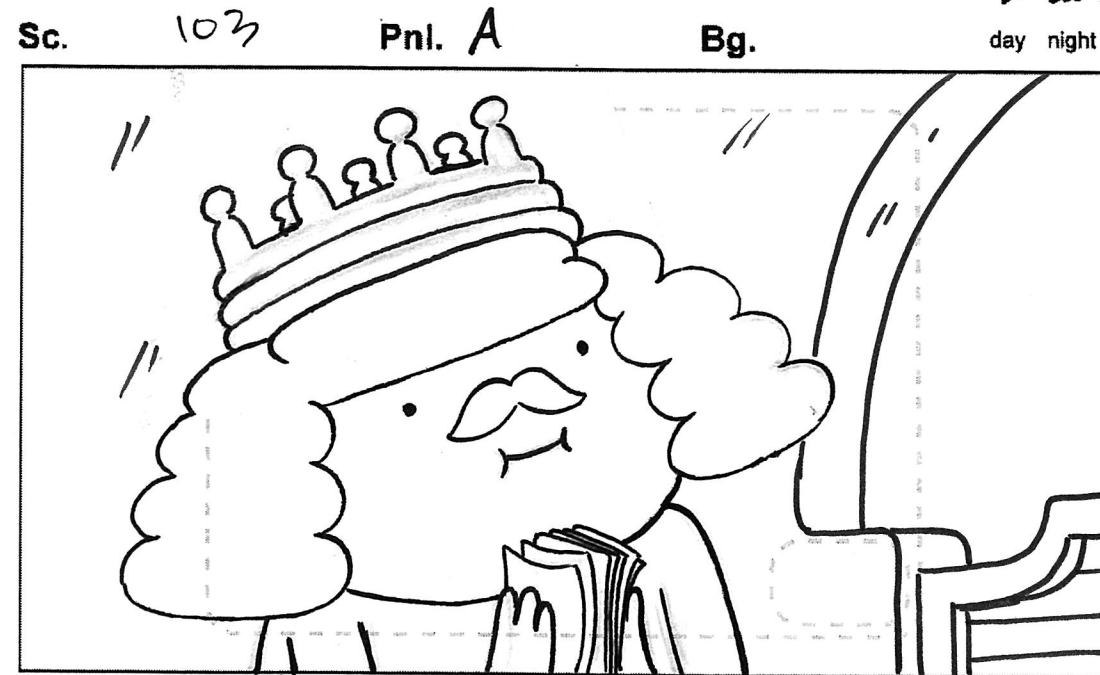
1025-179

Production :

ADVENTURE TIME



Page 135



Dialog:

KOO: Just think of how proud they'll
be at your big --

Action:

- Holding money in each hand
- pointing at head

Timing:

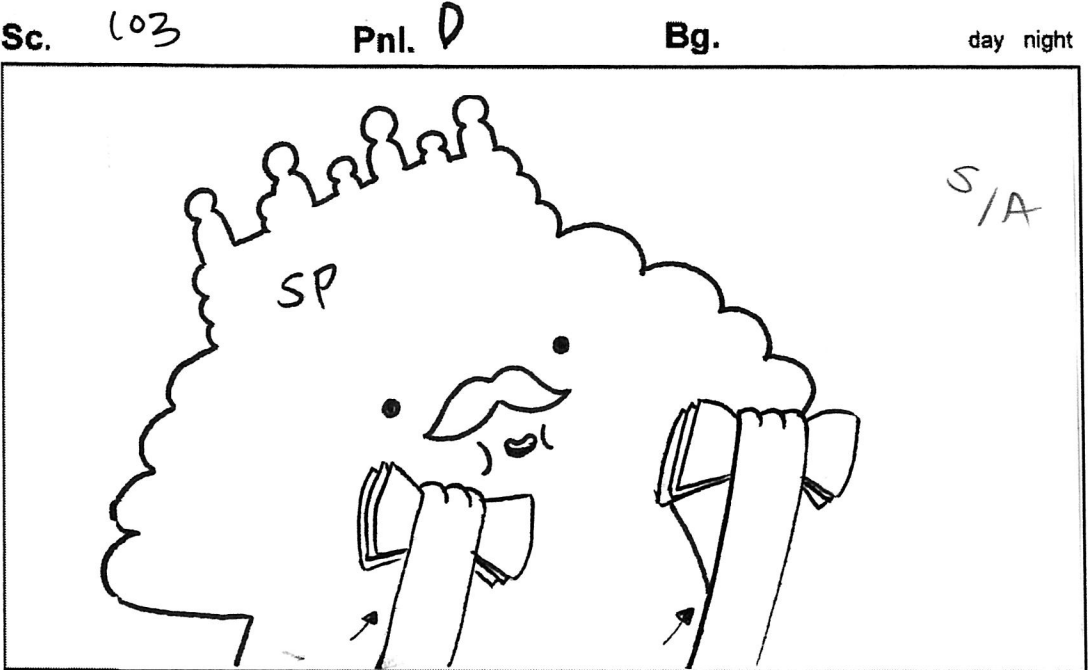
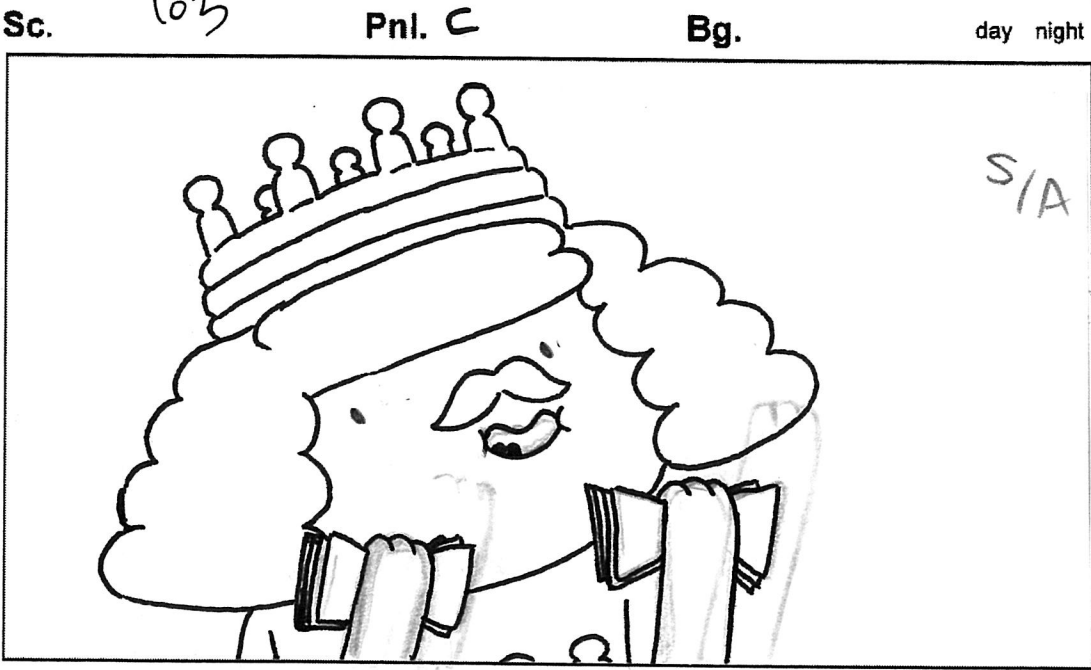
Production :

EPISODE #

1025-179

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ADVENTURE TIME



Dialog: KOO: UH...

Action: -KOO GLANCES TO THE SIDE

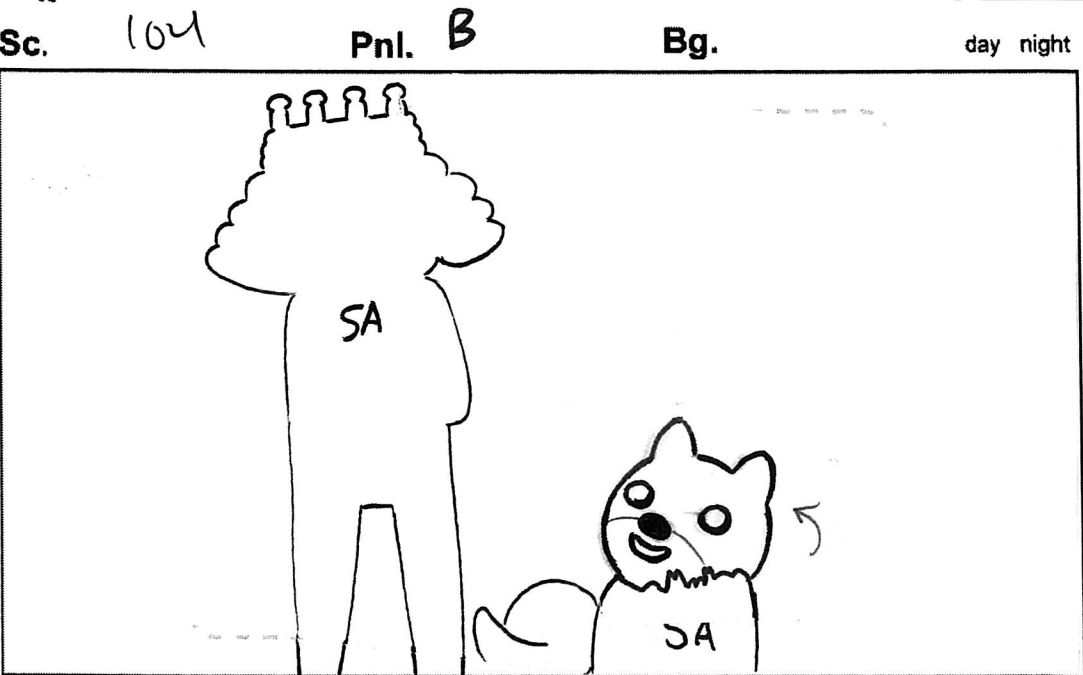
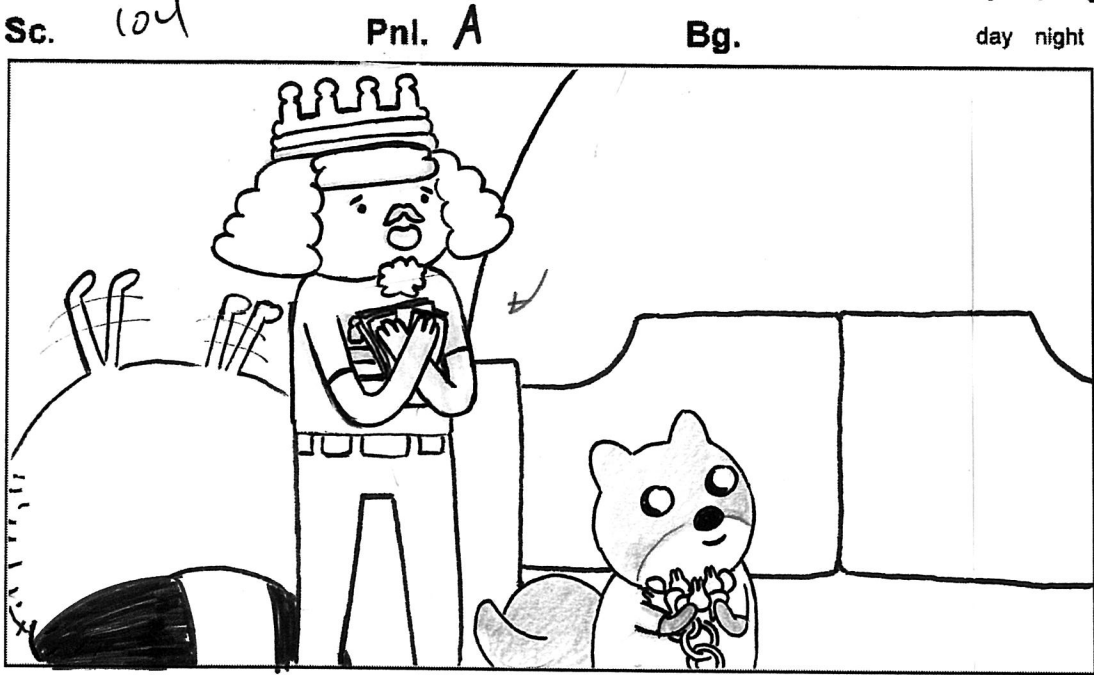
Dialog: KOO: end-of-the-year recital!

Action: -KOO Bends fingers up

Timing:

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ADVENTURE TIME



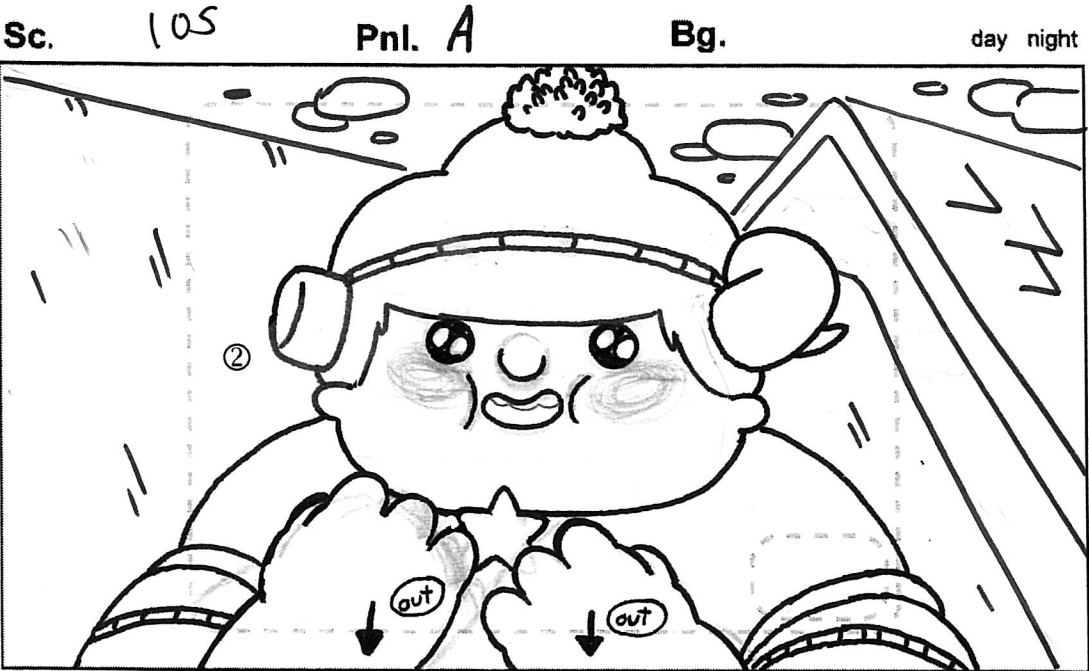
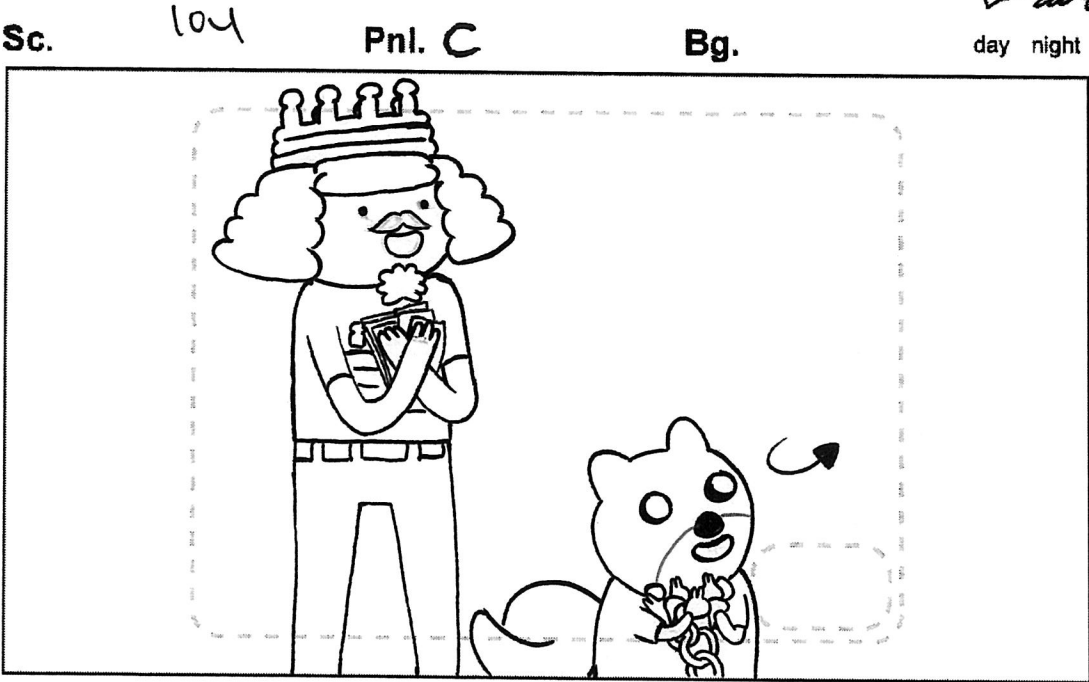
Dialog:	<u>KOO</u> : Understand?	<u>I</u> : Of course Sweet P. understands!
Action:		
Timing:		

EPISODE # 1025-179

Production :

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ADVENTURE TIME



Dialog: T: He's a good boy.

SP: A Good Boy...

Action:

Timing: 1

EPISODE # 1025-112


Production :

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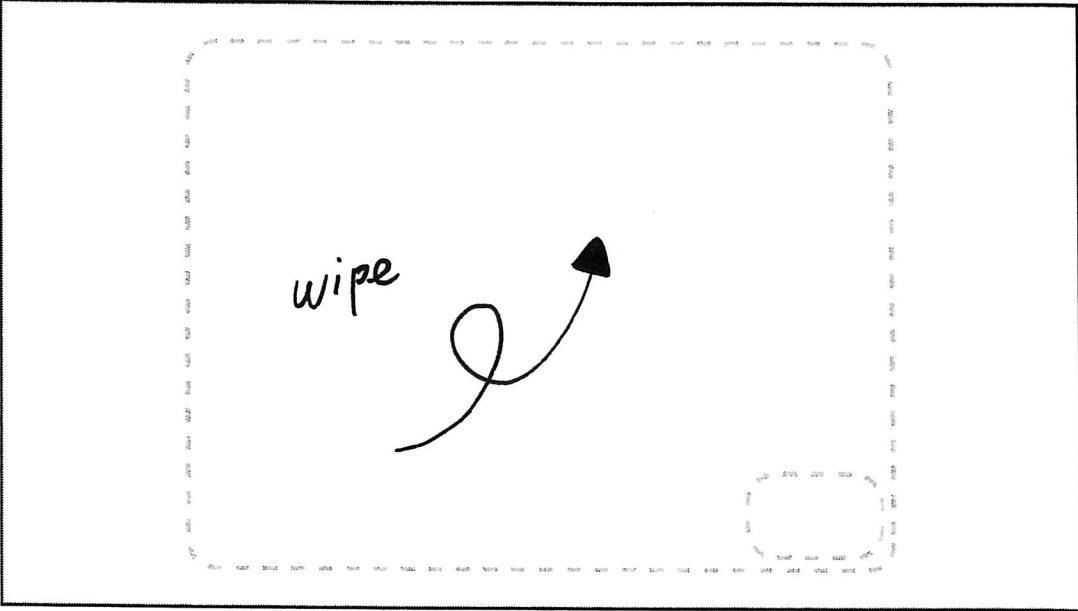
ADVENTURE TIME



Sc. 109 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - sp Smiles.
Timing:

ADVENTURE TIME

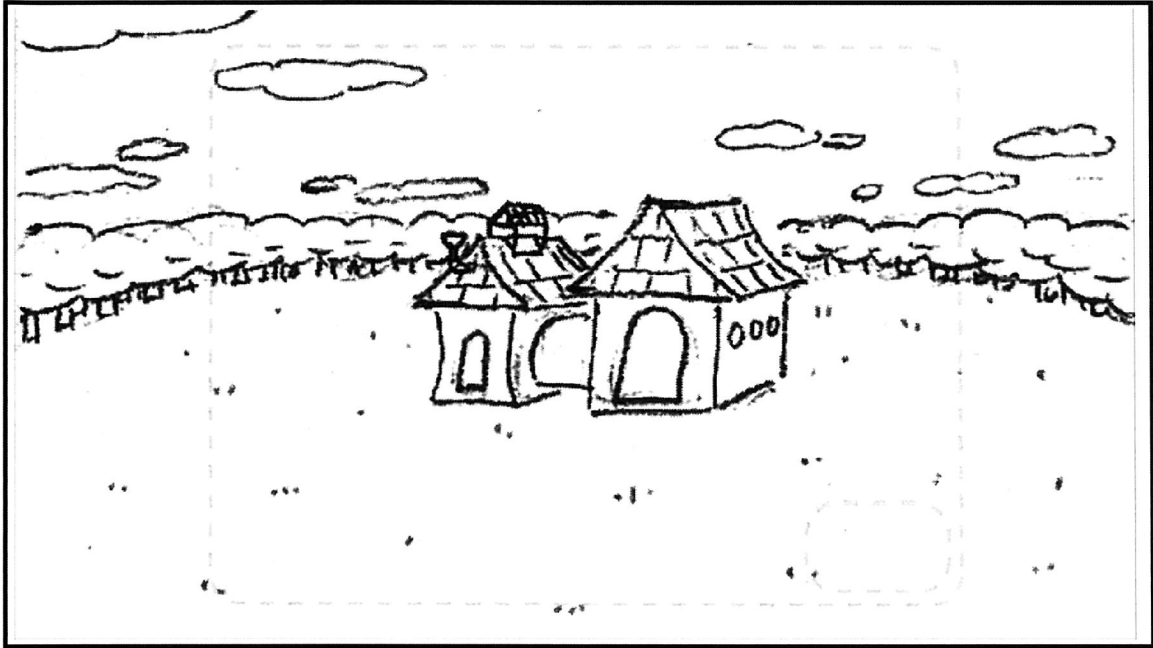


Sc. 105A

Pnl. A

Bg.

day night

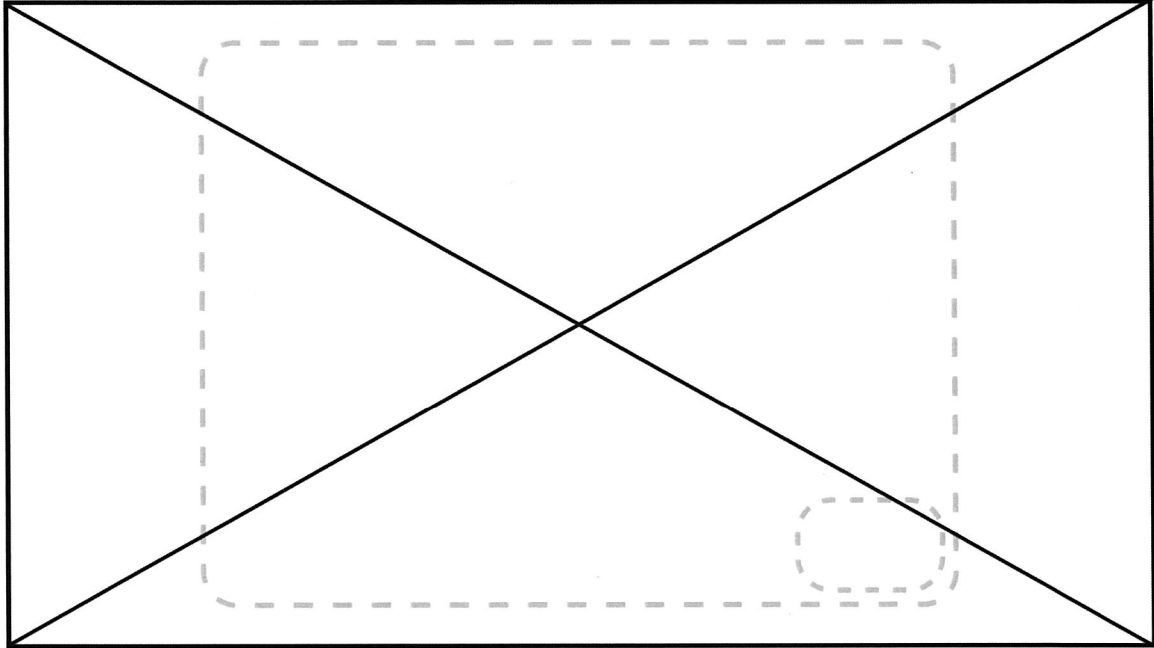


Sc.

Pnl.

Bg.

day night



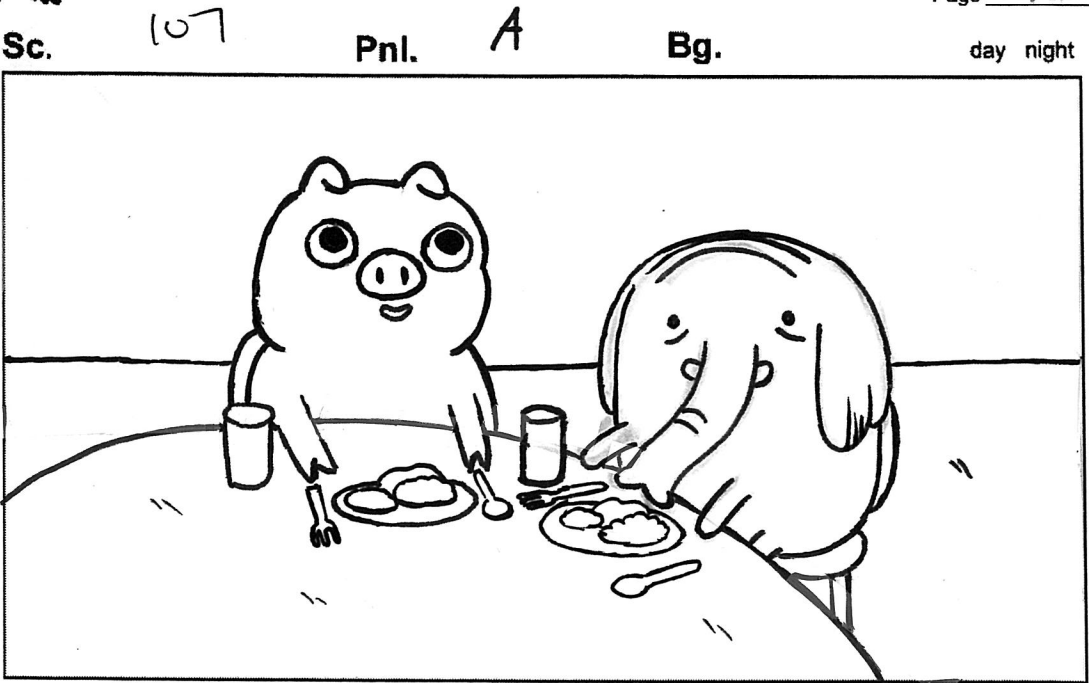
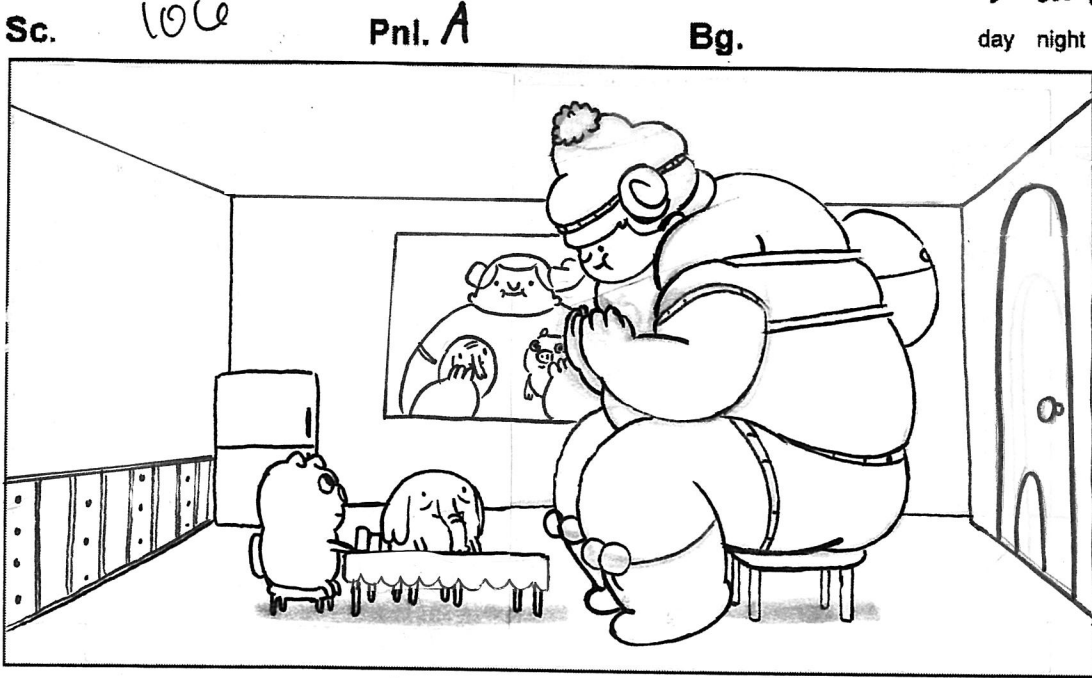
Dialog:
Action:
Timing:

EPISODE # 1025-179

Production:

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ADVENTURE TIME



Dialog:

Mr. Pig: So how was school?

Action:

- Mr. Pig, Tree Trunks and Sweet P having dinner at home.

Timing:

EPISODE #

Production :

1025-177

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ADVENTURE TIME



Sc. 107 Pnl. B Bg. day night

SA

Sc. 108 Pnl. A Bg. day night

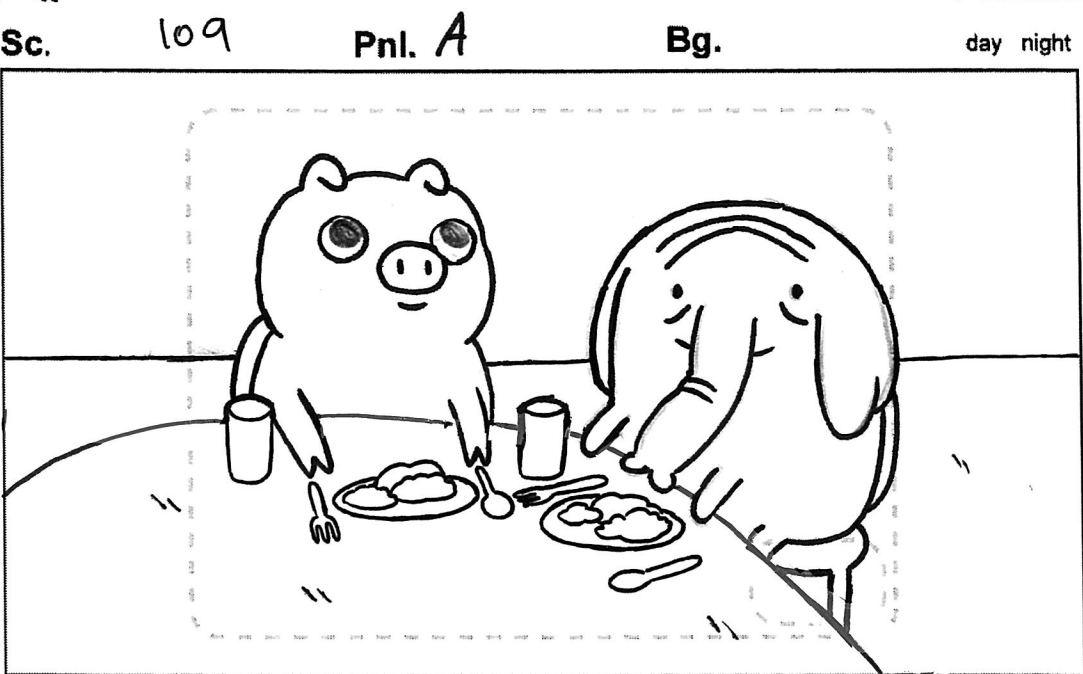
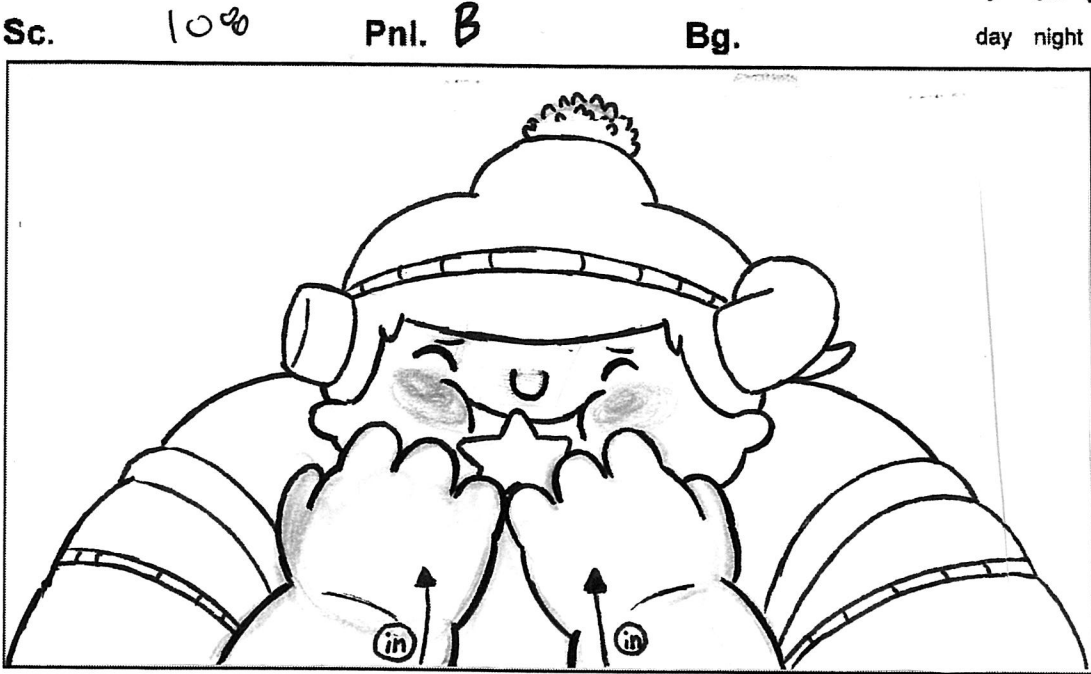
Dialog:	<u>TT</u> : YES, How'd you do?
Action:	
Timing:	

EPISODE # 1025-179

Production :

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ADVENTURE TIME



Dialog:

Action: Sweet P. shows his star.

Timing:

EPISODE # 1025-179
Production :



ADVENTURE TIME

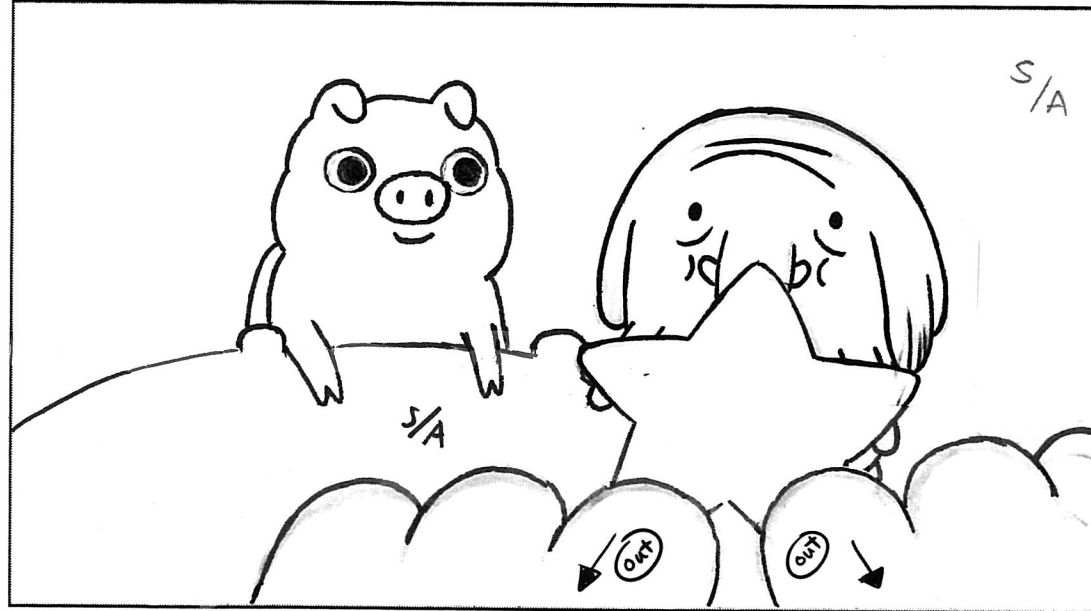
Page 143

Sc. 109

Pnl. B

Bg.

day night

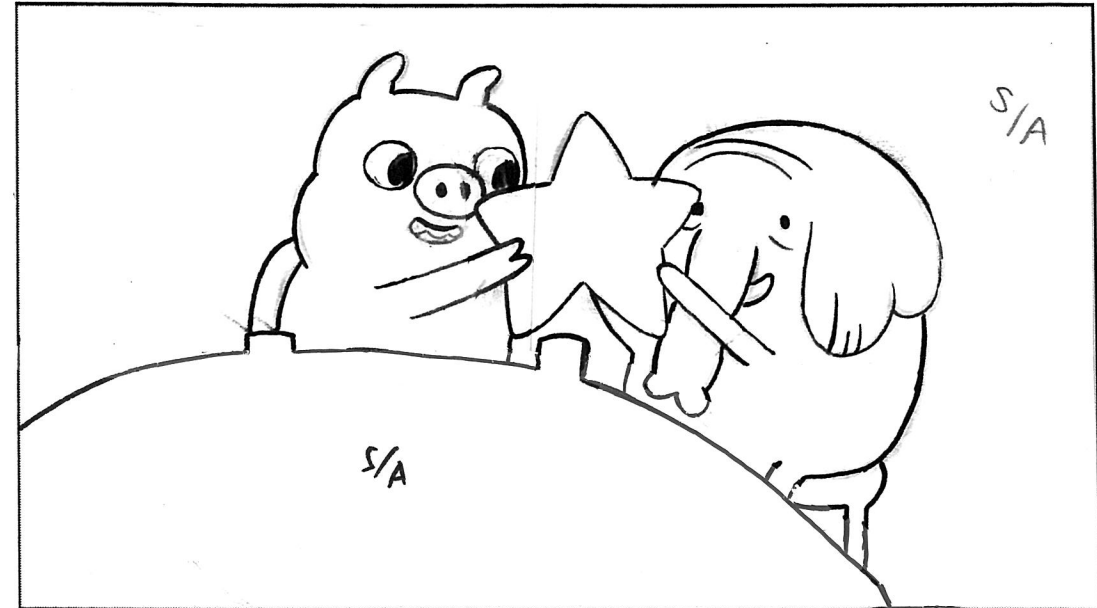


Sc. 109

Pnl. C

Bg.

day night

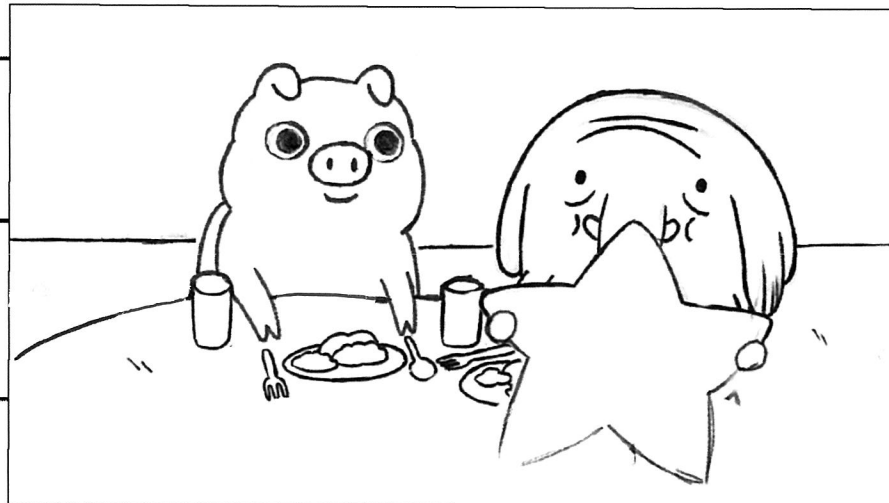


Dialog:

TT: A gold star!

Action:

Timing:



M.P.: I'm going to put this
where we can see it

Production :

EPISODE #

1025-179

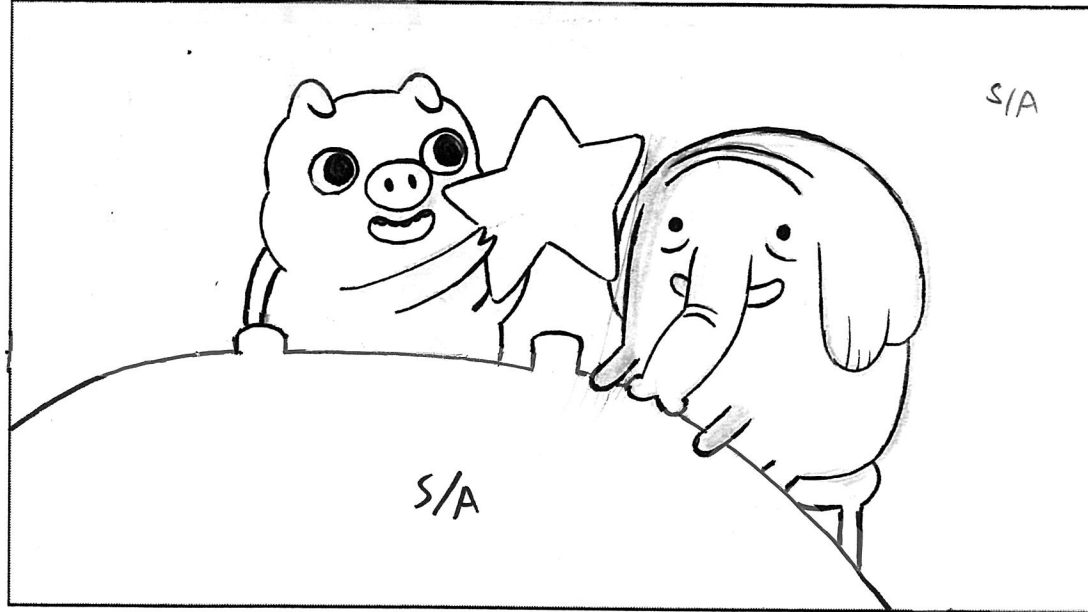
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ADVENTURE TIME

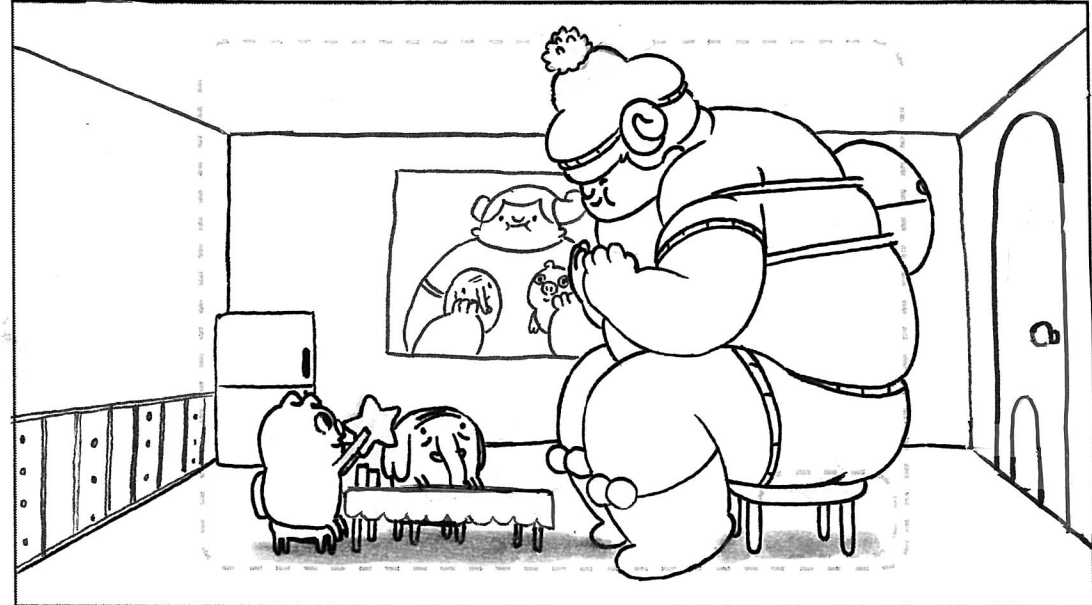


Page 194

Sc. 109 Pnl. D Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog: Mr. Pig: every DAY.

Action:

Timing:

EPISODE #

1025-179

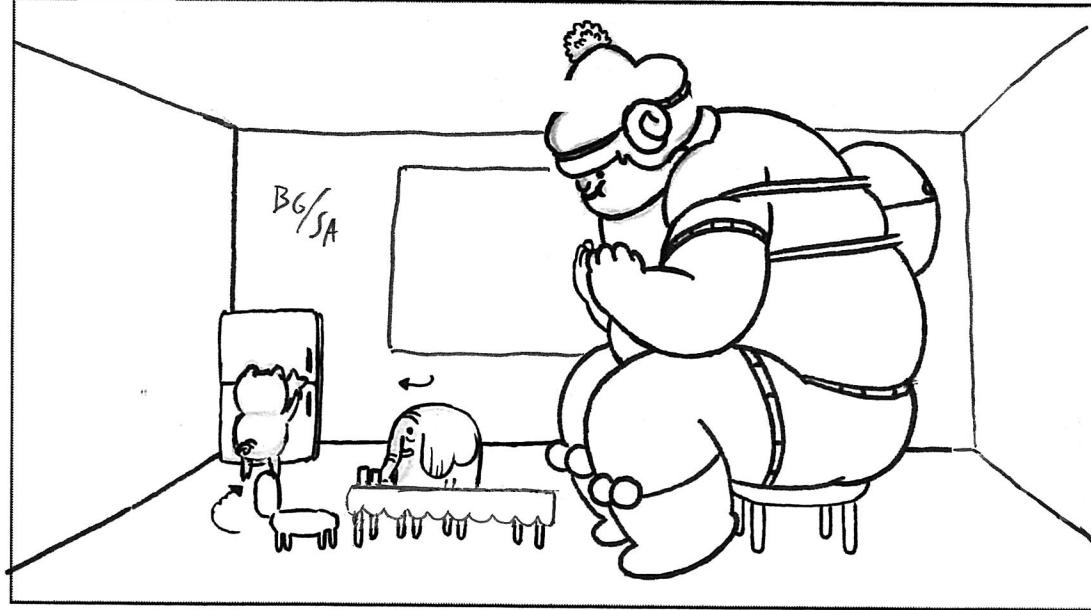
Production :

ADVENTURE TIME

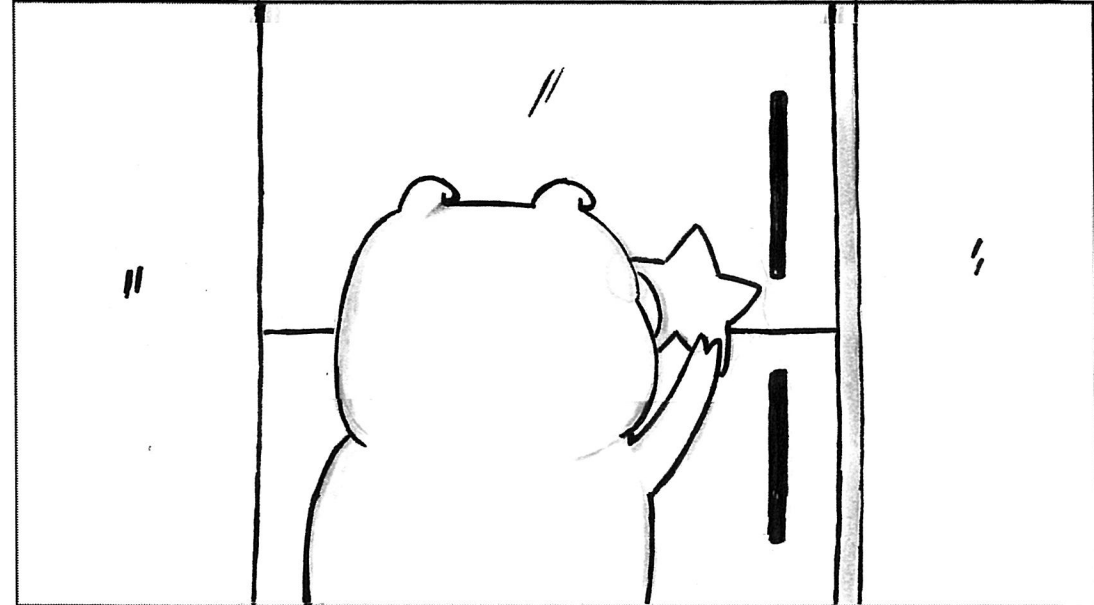


Page 145

Sc. 110 Pnl. B Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog:

Action: -MR. PIG WALKS OVER TO FRIDGE.

Timing:

EPISODE #

1025-179

Production :

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ADVENTURE TIME



Sc. III Pnl. B Bg. day night

BG-SA

Sc. III Pnl. C Bg. day night

Dialog:	Mr. Pig: Thumbs up.
Action:	MP puts star on fridge. - MP TURNS AND GIVES DOUBLE THUMBS UP.
Timing:	

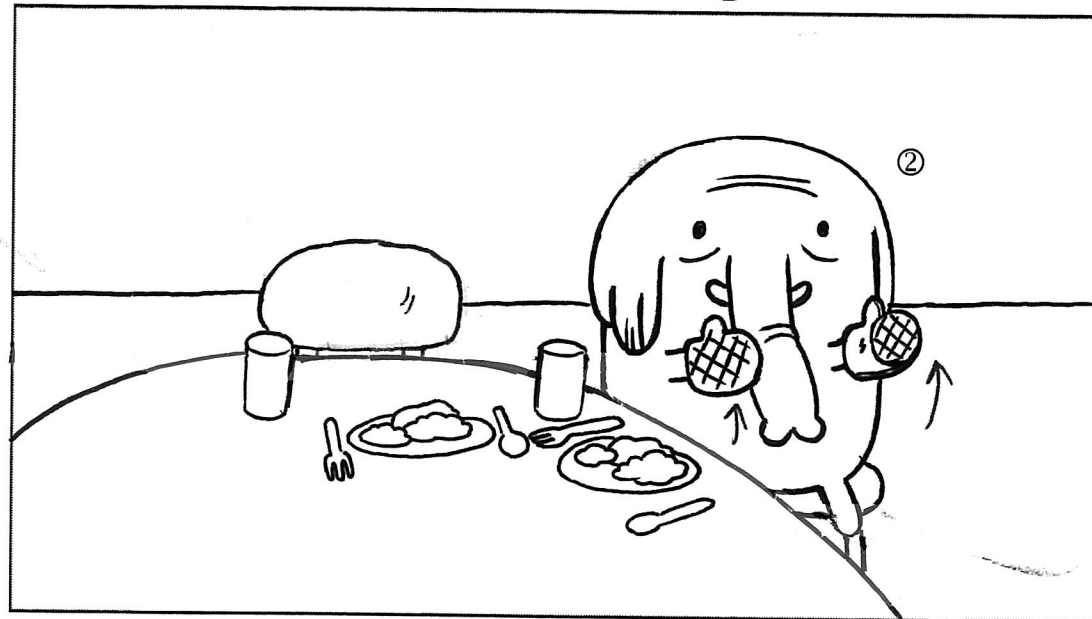
EPISODE # 1025-179
Production :

ADVENTURE TIME



Page 147

Sc. 112 Pnl. A Bg. day night



Sc. 113 Pnl. A Bg. day night



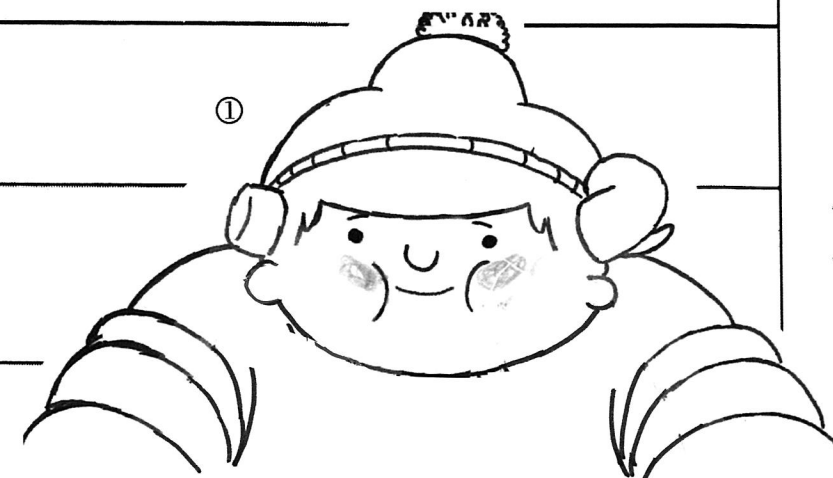
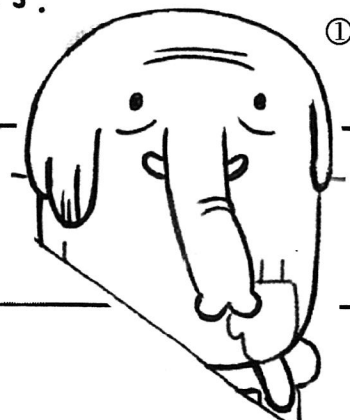
Dialog: TT: Thumbs up.

Mr. Pig + TT: (o.s.) c'mon...
THUMBS UP.

Action: -TT wearing oven mits.

-SP Giggles.

Timing:



Production :

EPISODE #

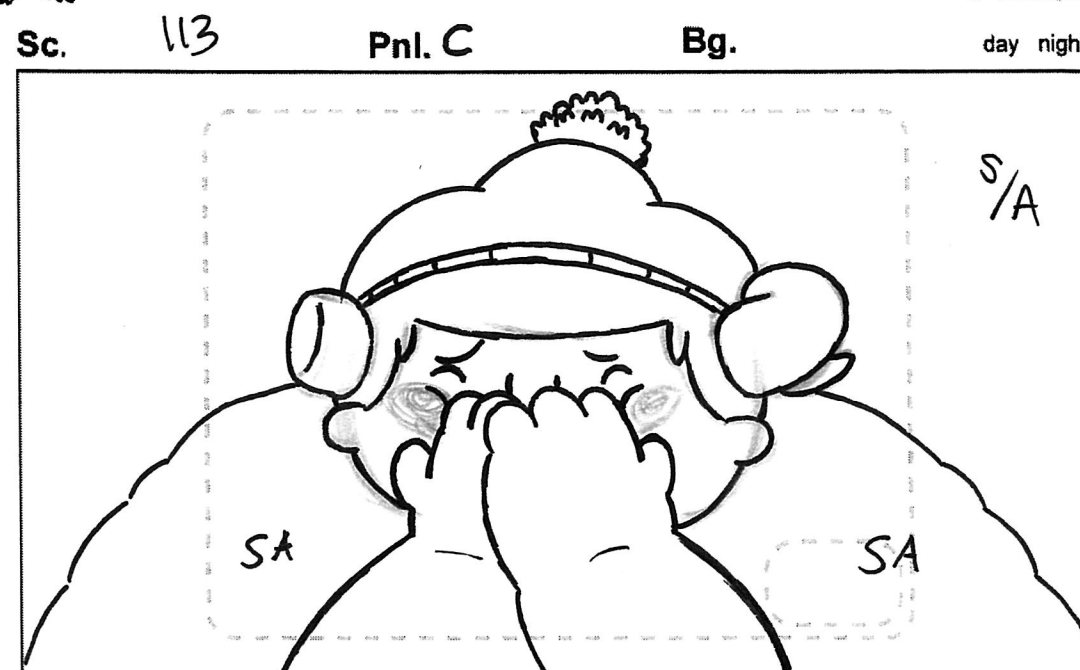
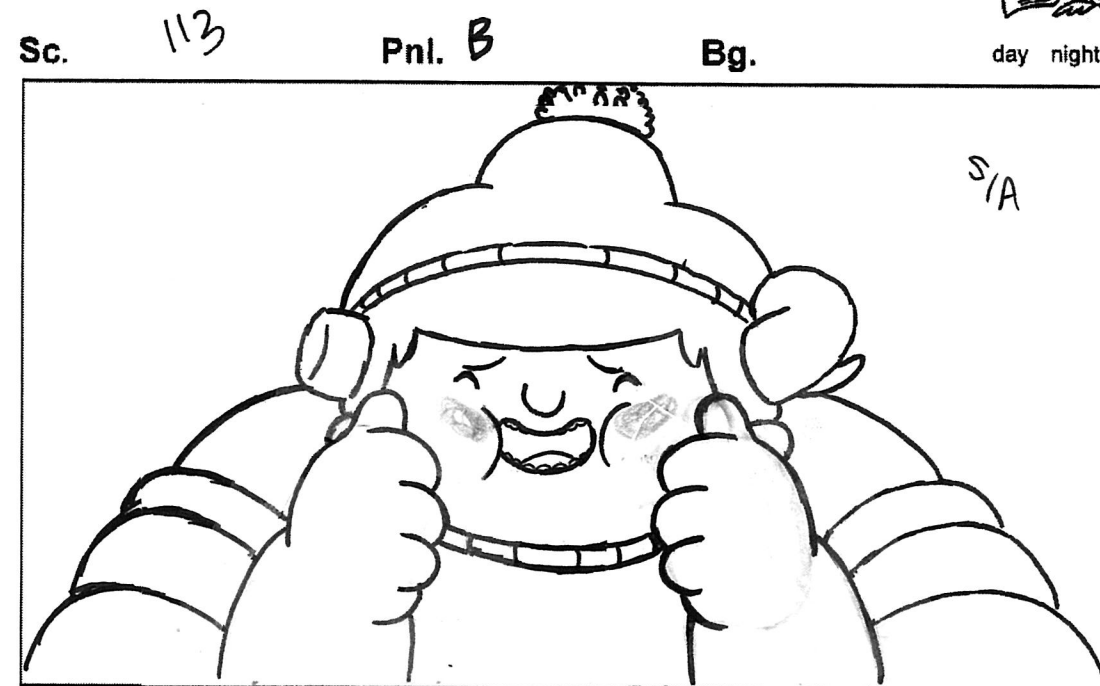
1025-179

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ADVENTURE TIME



Page 148



Dialog:	<u>Sweet P.</u> : Thumbs up...	<u>SP</u> : [GIGGLES]
Action:	-SP Giggles. ↻ WIPE	
Timing:		

EPISODE # 1025-179
Production :

START

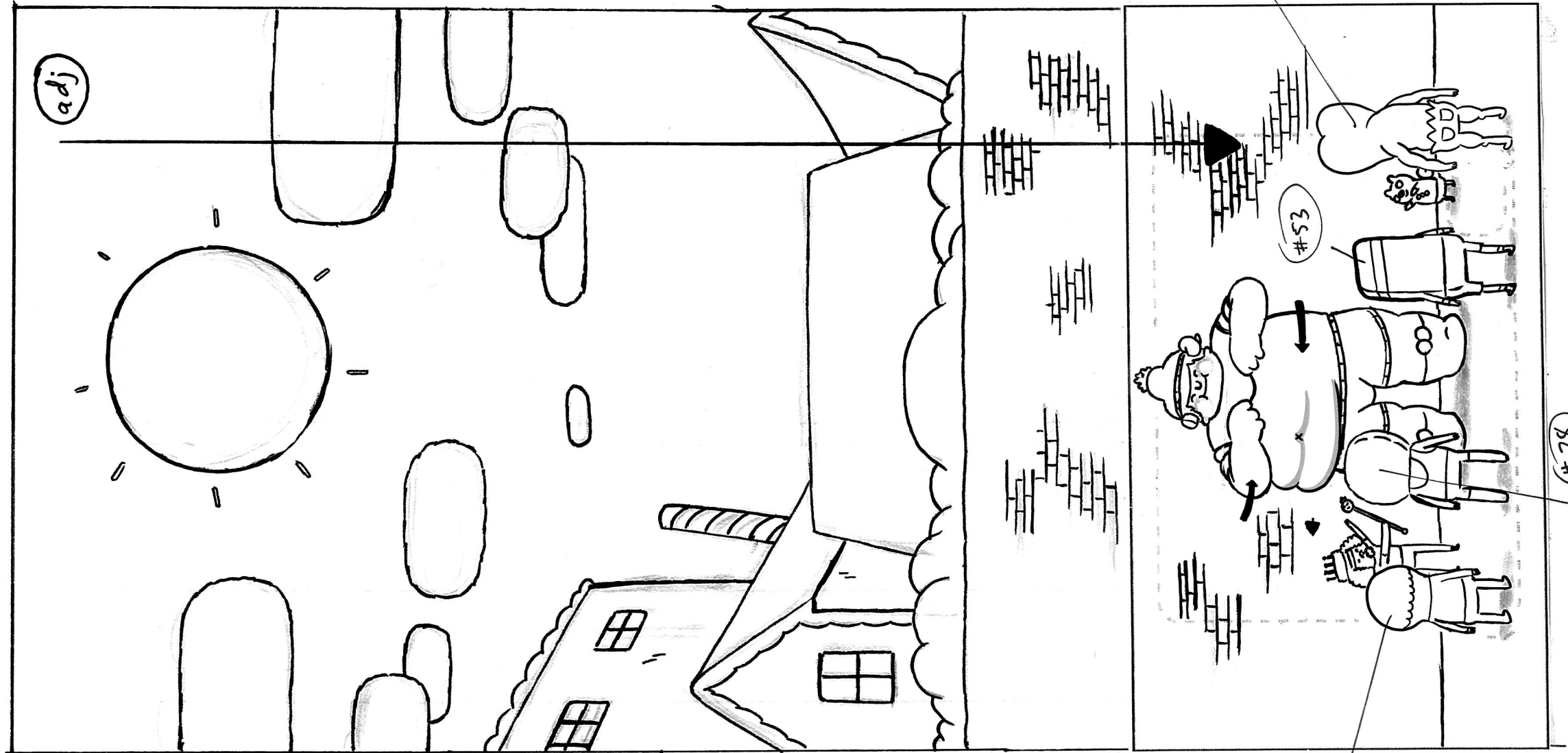
SC 114 PNL. A

#112

page 149

STOP

adj



-PAN DOWN FROM SUN TO SWEET P.

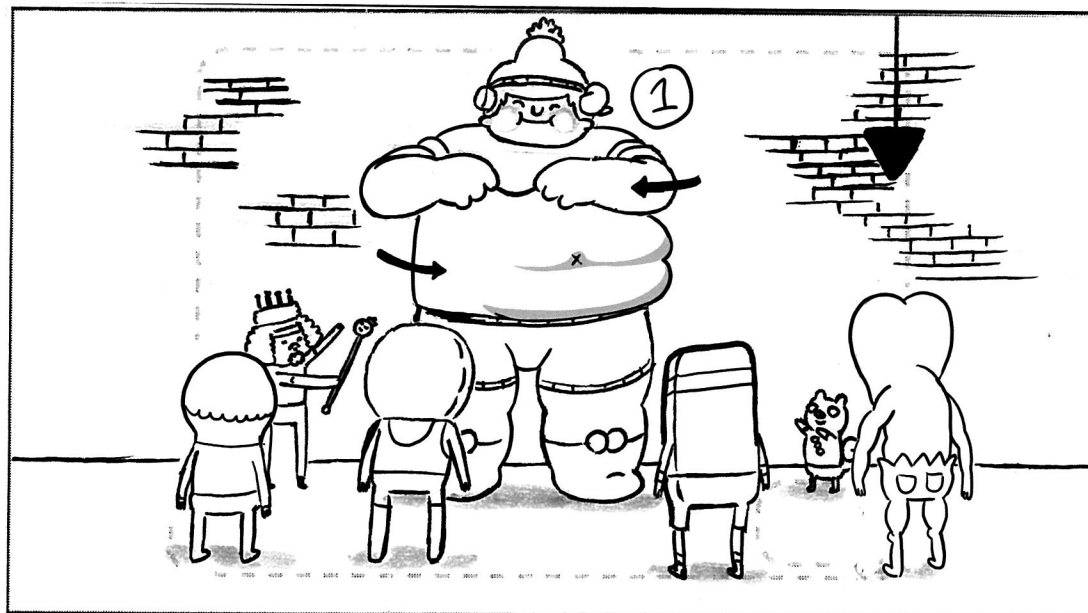
1025-179

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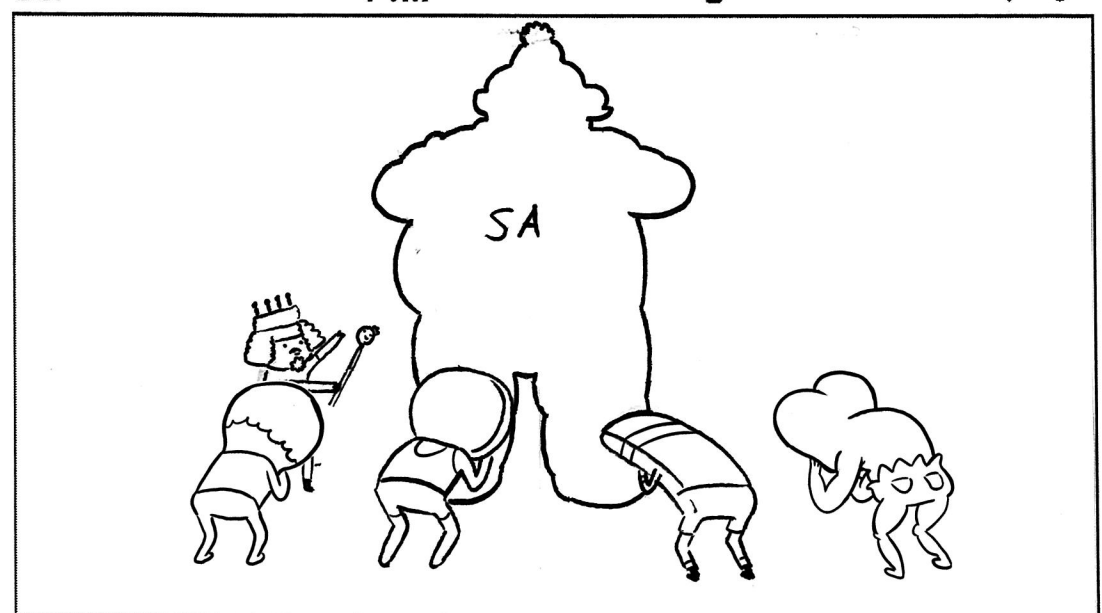
ADVENTURE TIME



Sc. 114 Pnl. B Bg. day night



Sc. 114 Pnl. C Bg. day night



Dialog:

SF * MONTAGE MUSIC

SFX: * WOBBLING *

Action:

- Sweet P. shuffling.

- crowd watching.

- crowd laughs.

Timing:

CYCLE:

①, ②, ①, ②, ect.

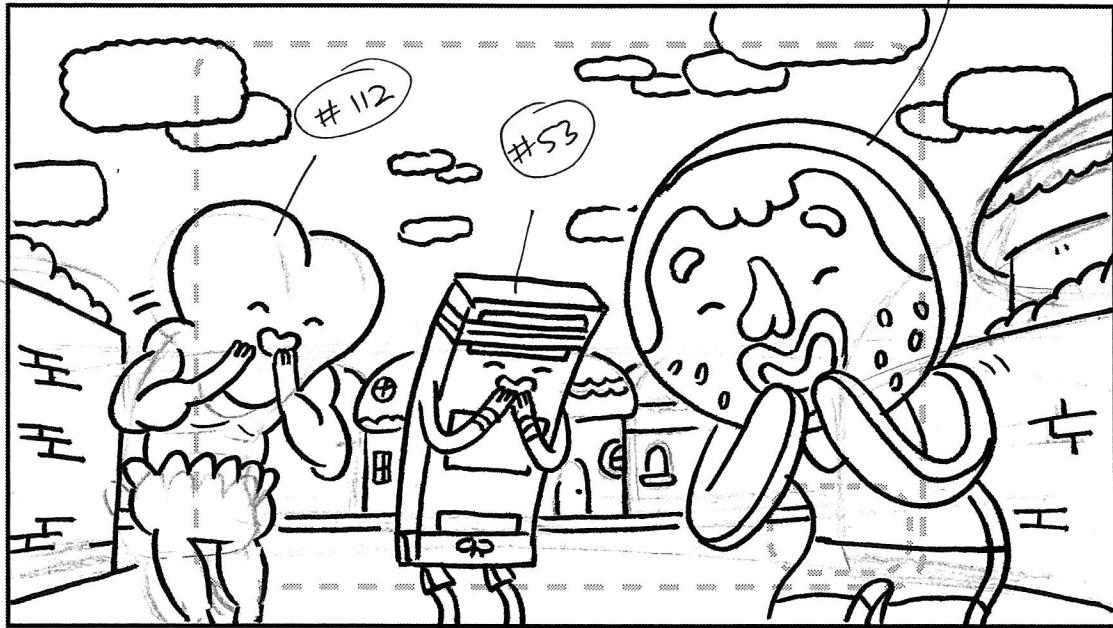
EPISODE # 1025-179

Production :

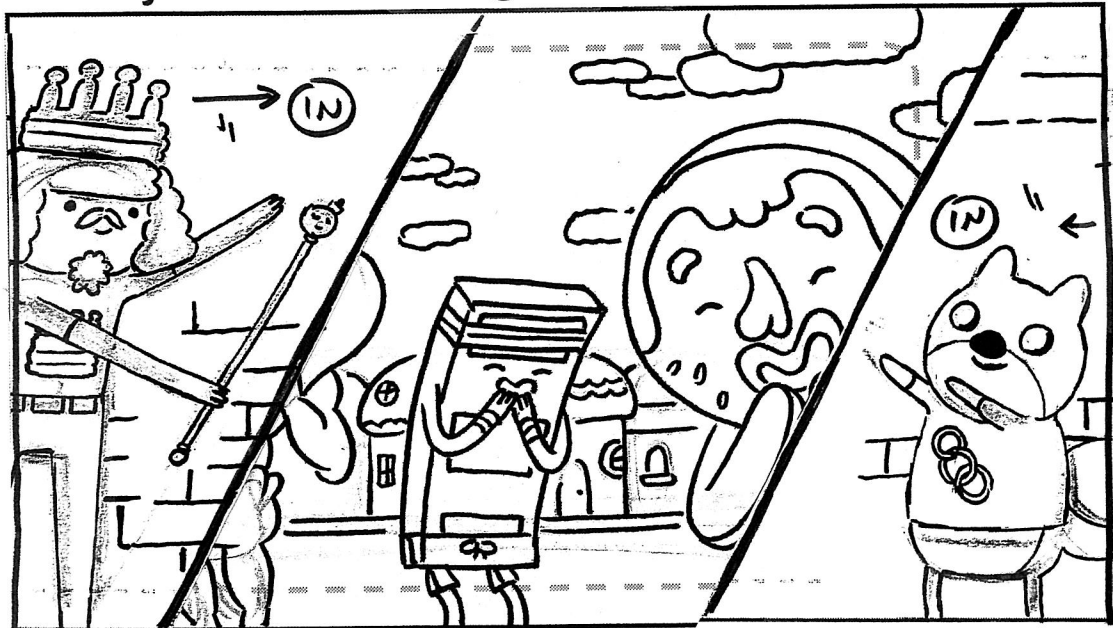
ADVENTURE TIME



Sc. 115 Pnl. A Bg. #78 day night



Sc. 115 Pnl. B Bg. day night



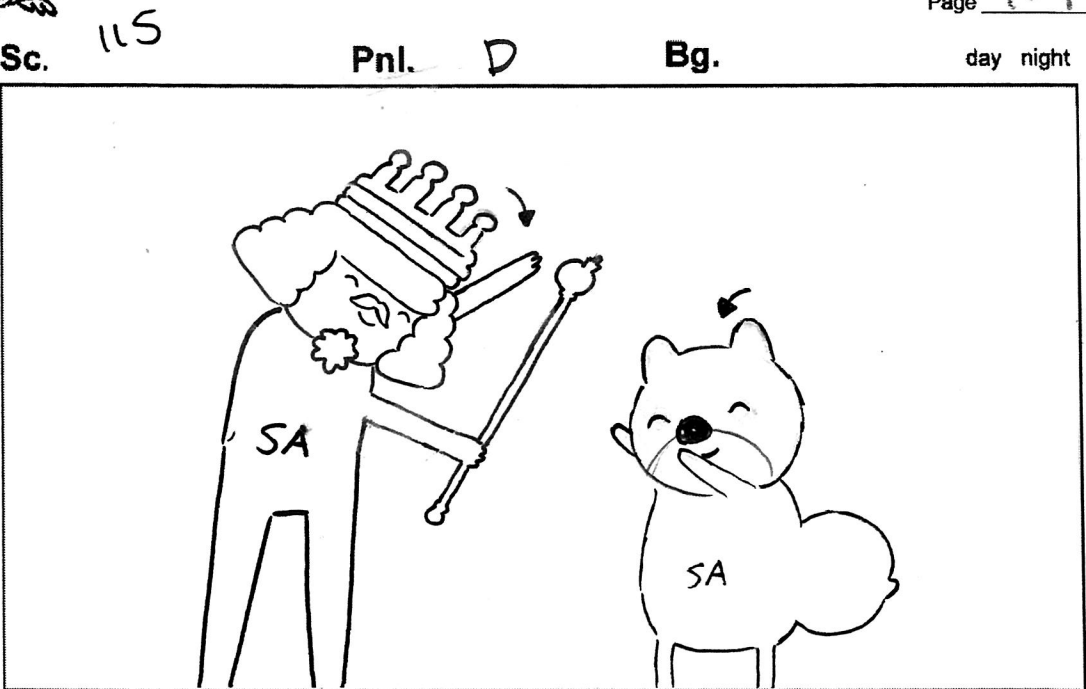
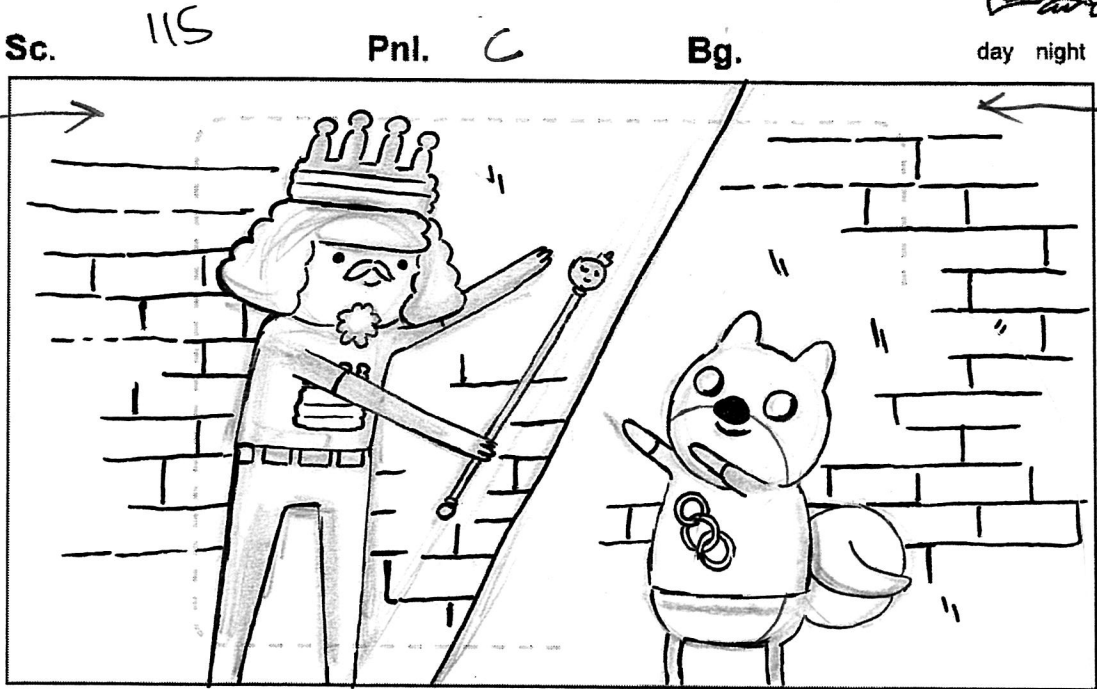
Dialog:	SF * MONTAGE MUSIC
Action:	SPLIT SCREEN COMES IN FROM SIDES, OVERTAKE FRAME.
Timing:	

EPISODE #

Production:

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ADVENTURE TIME



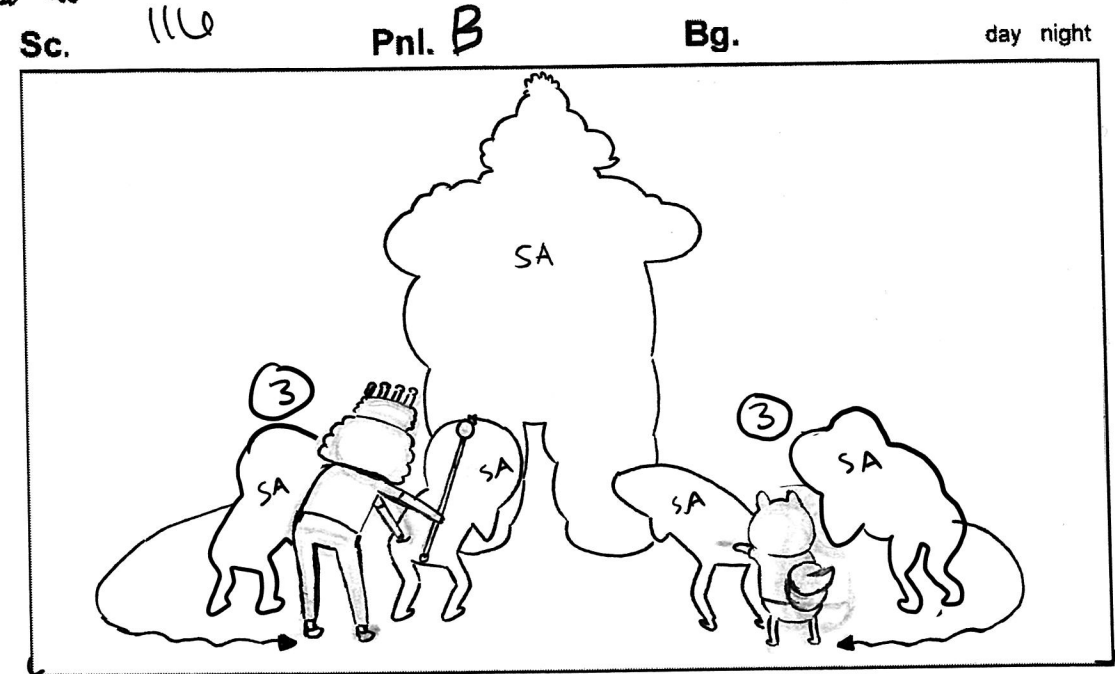
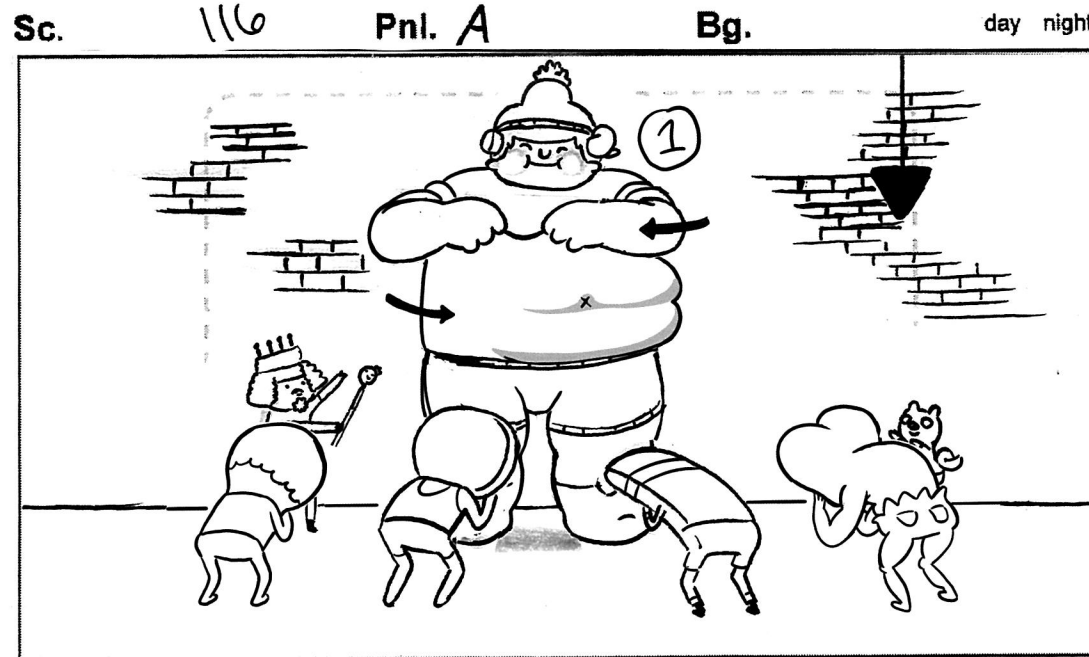
Dialog:	♪ ♪	♪ ♪
Action:	- SPLIT SCREEN.	K.O.O. + T. NOD
Timing:		

EPISODE # 1025-179
Production :

ADVENTURE TIME



Page 152



Dialog:

Action:

- Sweet P. shuffling.
- crowd LAUGHING

Timing:

CYCLE ①, ②, ①, ② ect.

— Using Sweet P. as a distraction
KOO + T rob and pick pocket the audience.

Production :

EPISODE # 1025-179

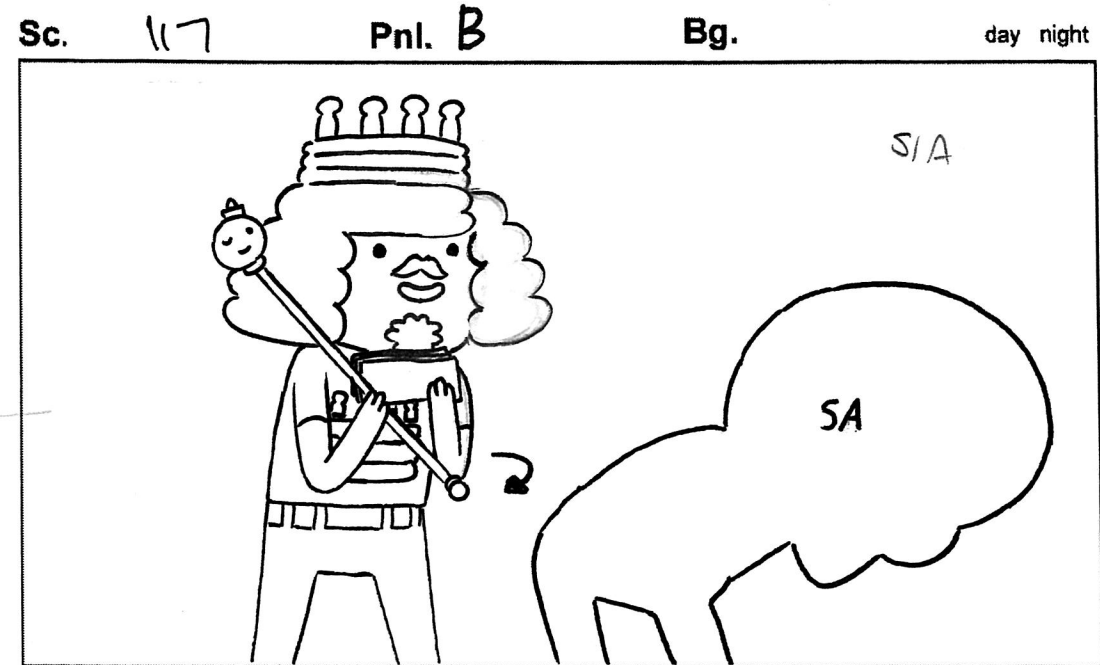
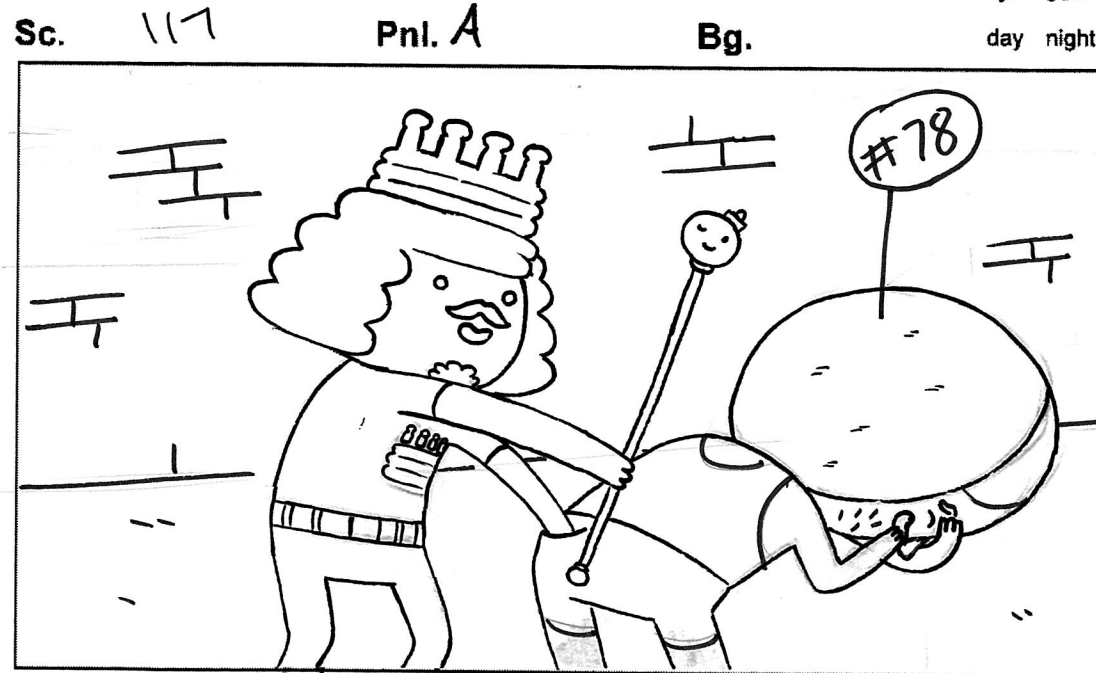
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ADVENTURE TIME



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Dialog:

♪ ♪

♪ ♪

Action:

-KOO PICKS C. PERSON'S POCKET.

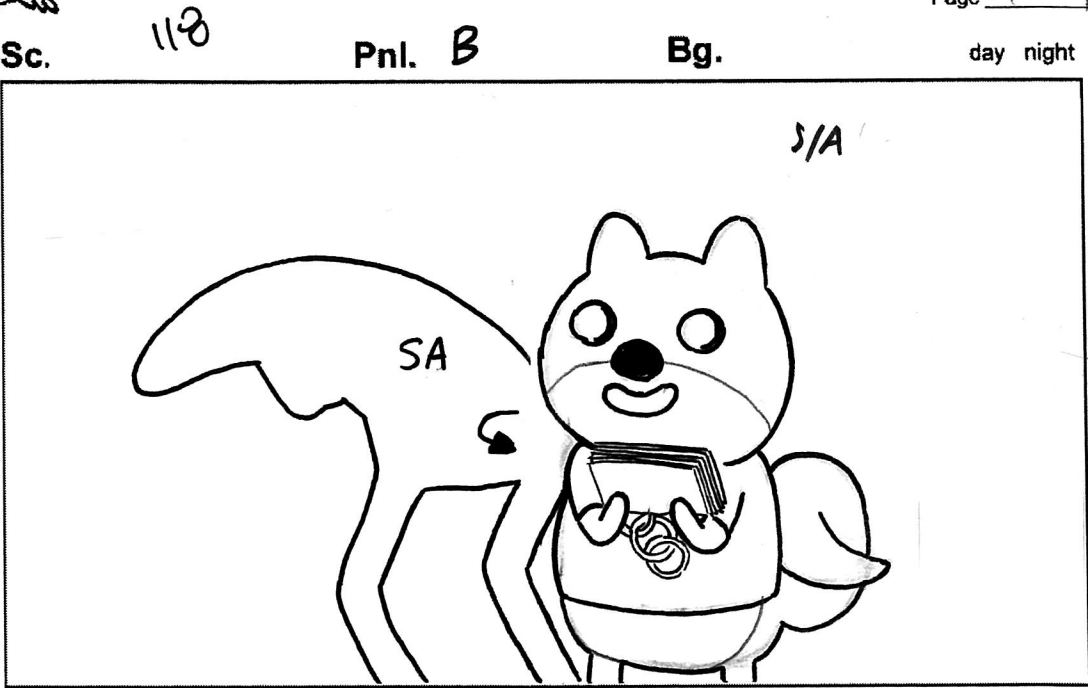
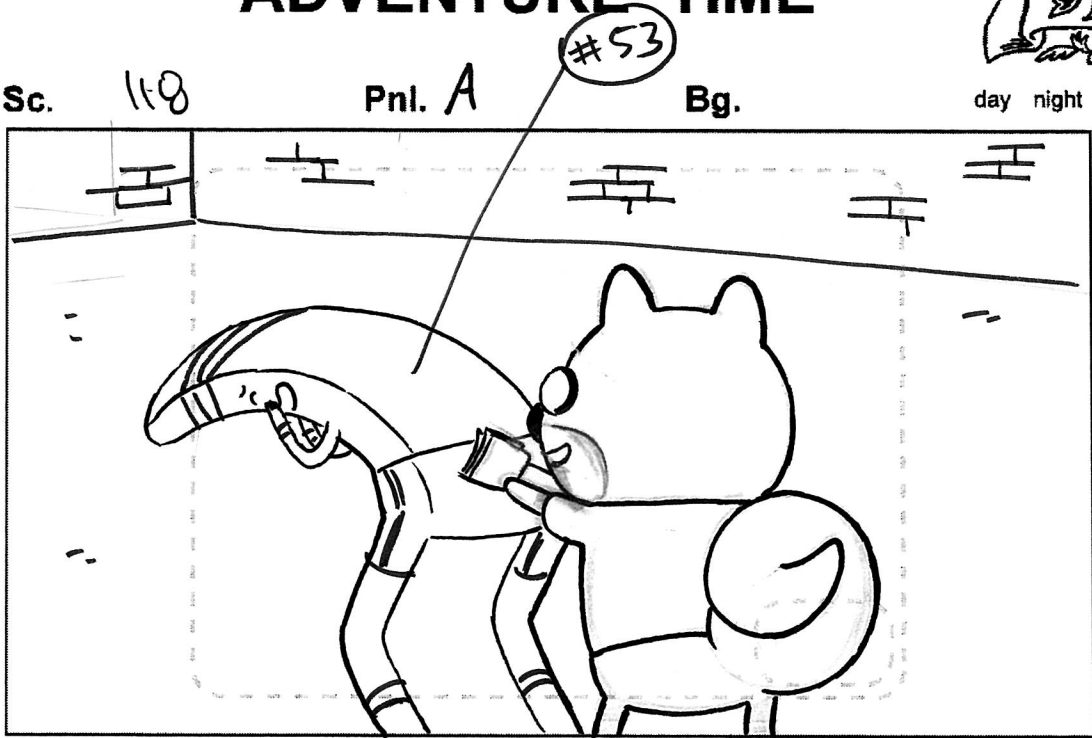
Timing:

EPISODE # 1025-179

Production :

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ADVENTURE TIME



Dialog:
Action: -T. PICKS C PERSON'S POCKET
Timing:

1025-179

EPISODE #

Production :

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ADVENTURE TIME



Sc. 11a

Pnl. A

Bg.

day night

--	--	--

Sc. 11a

Pnl. B

Bg.

day night

	SA	

Dialog:		
Action:	- Fridge DOOR	- Gold stars accumulate on Fridge.
Timing:		

EPISODE # 1025-179

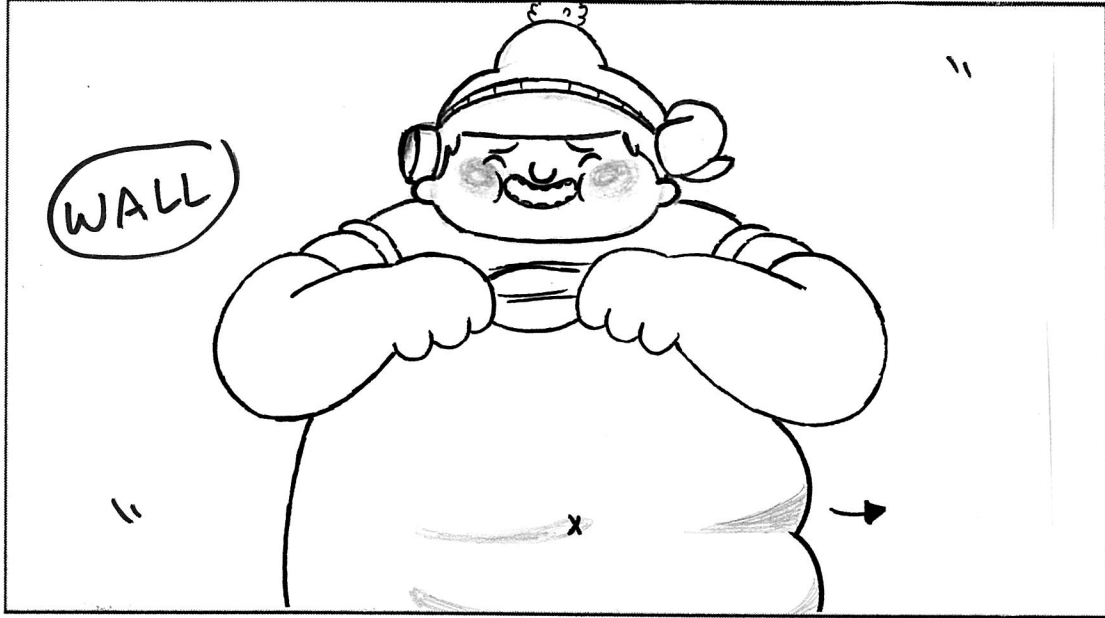
Production :

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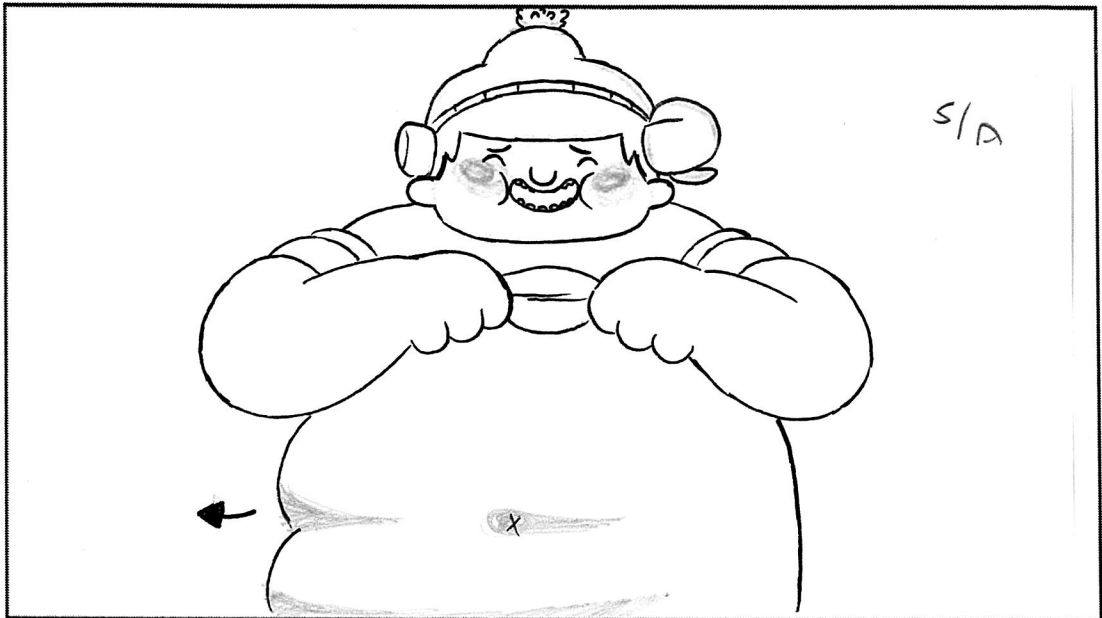
ADVENTURE TIME



Sc. 120 Pnl. A Bg. day night



Sc. 120 Pnl. B Bg. day night



Dialog:

Action: - S.P. more shuffling. CYCLE

Timing:

EPISODE # 1025-179
Production :

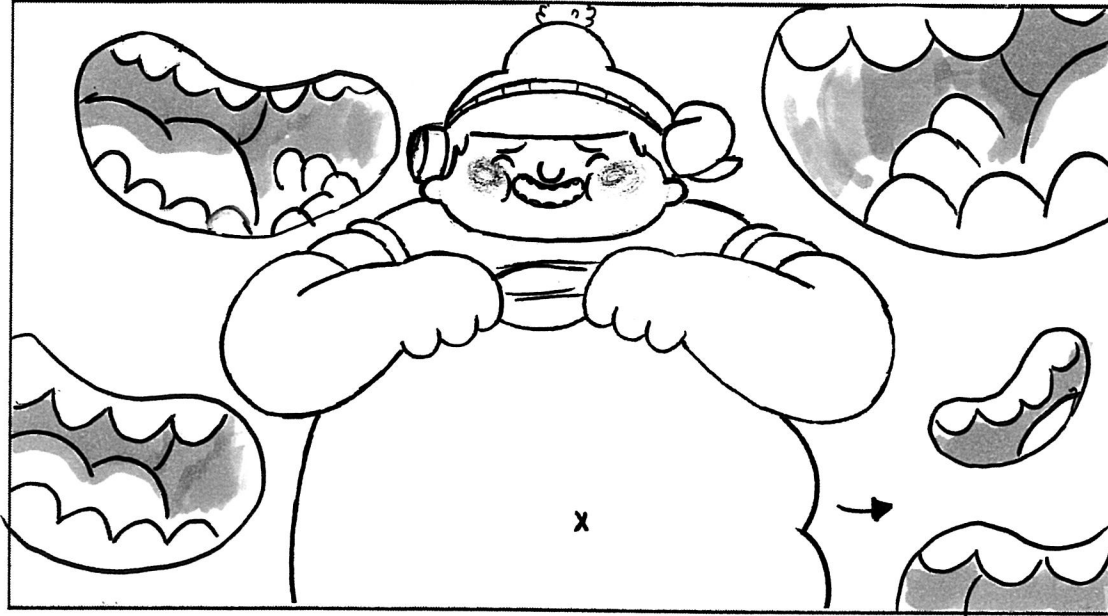
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ADVENTURE TIME

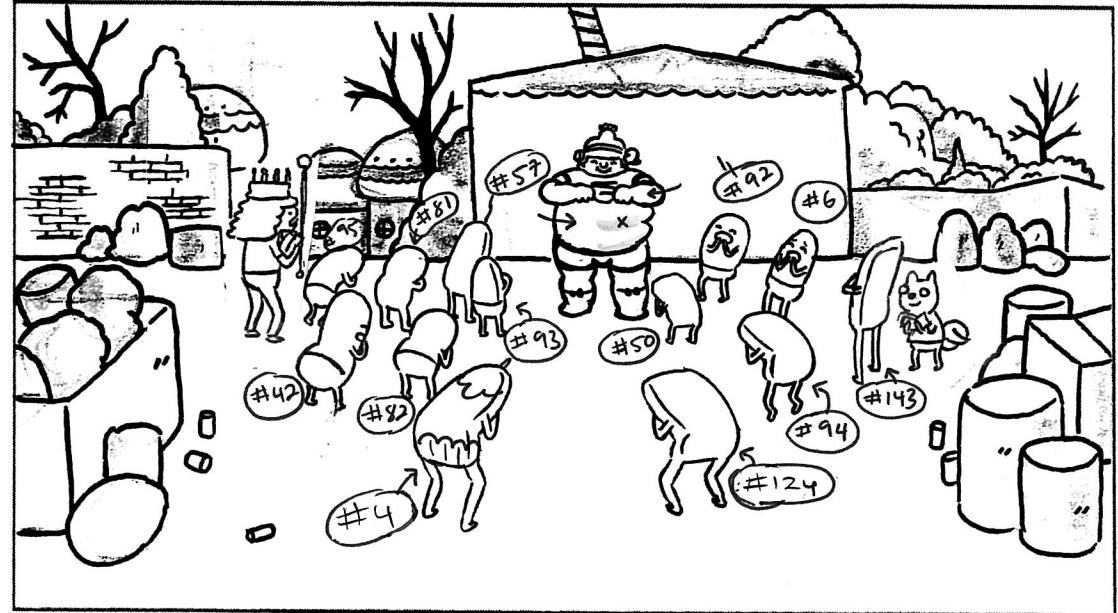


Page 156 A

Sc. 120 Pnl. C Bg. day night



Sc. 121 Pnl. A Bg. day night



Dialog:



Action: - S.P. more shuffling.

- LAUGHING MOUTHS
DISSOLVE ON/IS (50% TRANSPARENCY)

Timing:

CYCLE
①, ②, ①, ②
ect.



EPISODE #

1025-179

Production :

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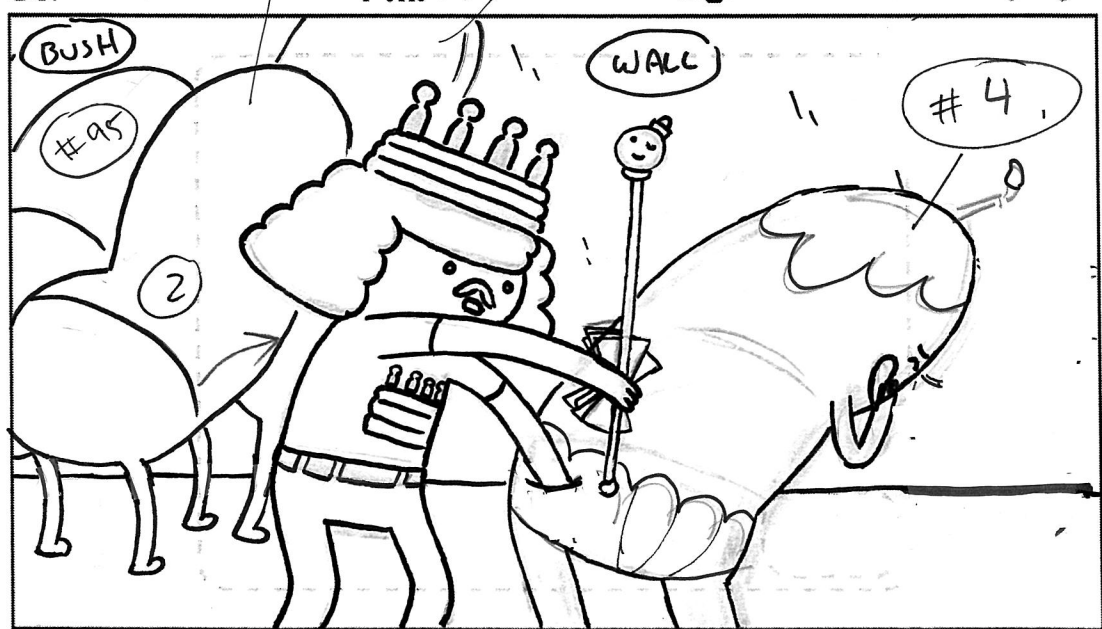
ADVENTURE TIME



Sc. 121 Pnl. B Bg. day night



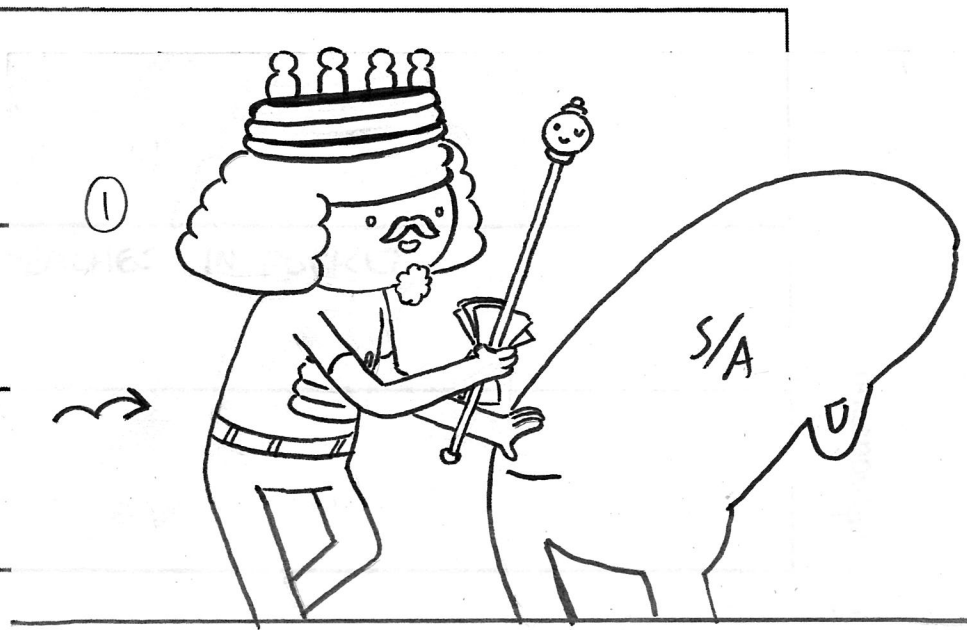
Sc. 122 Pnl. A Bg. day night



Dialog:

Action: -K + T RUN TOWARDS BACK OF CROWD. -KOO REACHES IN POCKET

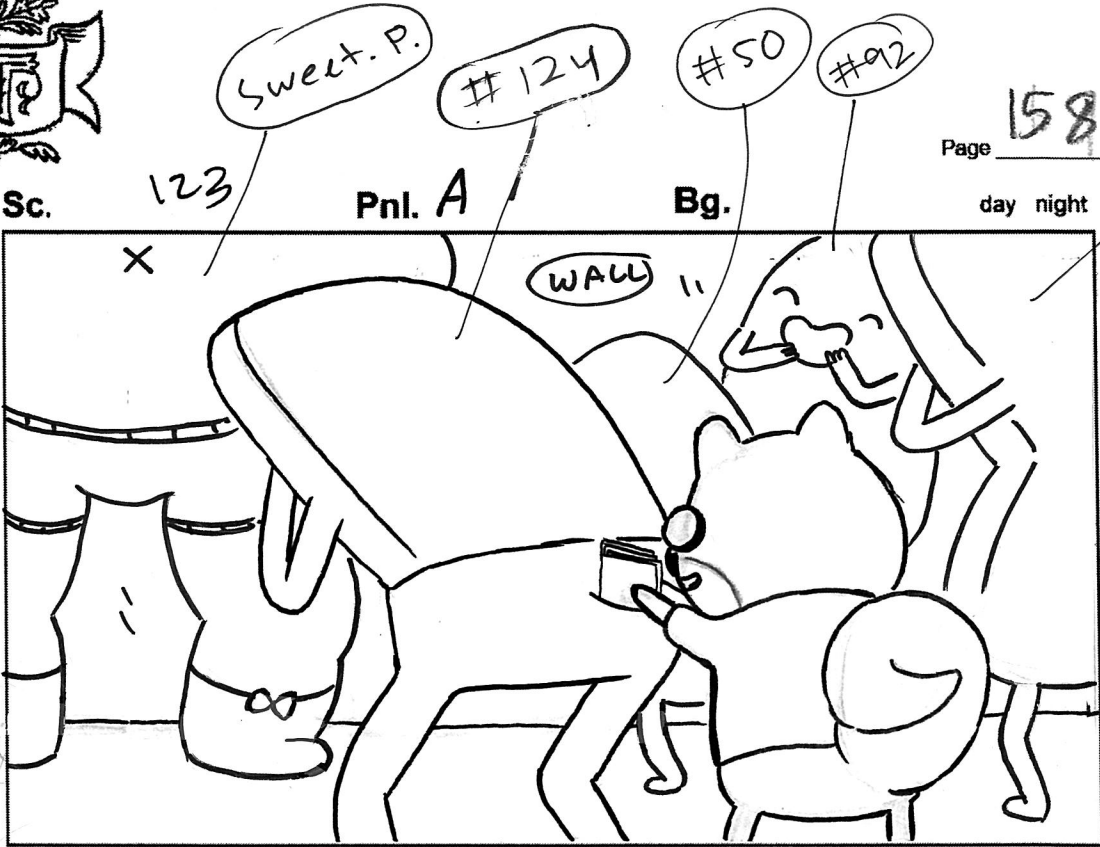
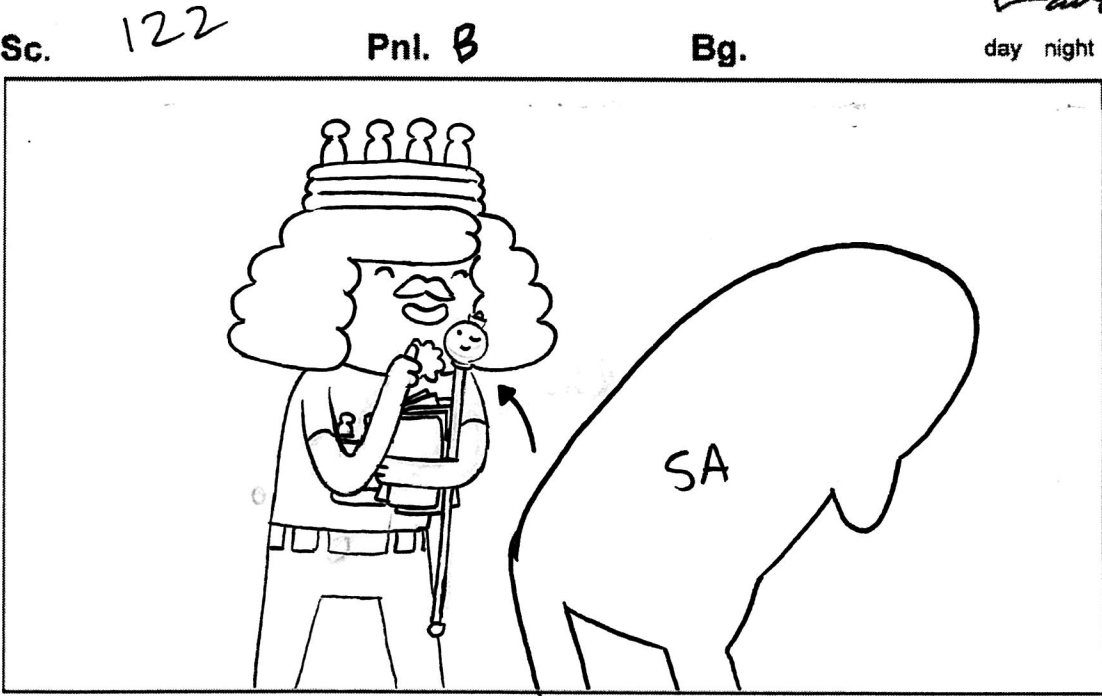
Timing:



EPISODE # 1025-179

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ADVENTURE TIME



Dialog:

K.O.O.: THUMBS UP

-KOO PICK POCKETS.

-Sweet P. SHAKES HIS BELLY THROUGHOUT SC.

1025-179

EPISODE #

Production :

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ADVENTURE TIME



Sc. 123 Pnl. B Bg. day night

Sc. 124 Pnl. A Bg. day night

Dialog:	I : THUMBS UP.
Action:	Toronto pick pockets.
Timing:	

EPISODE # 1025-179

Production :

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ADVENTURE TIME



Sc. 124

Pnl. B

Bg.


day night

Sc. 124

Pnl. C

Bg.

day night

Dialog:


Action: - MORE STARS POP ON FRIDGE.

Timing:

EPISODE # 1025-179

Production :

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ADVENTURE TIME



Sc. 124 Pnl. D Bg. day night

Sc. 125 Pnl. A Bg. day night

Dialog:

Action: - MORE STARS POP ON FRIDGE.

Timing:

- COLOR CARD BG

EPISODE # 1025-179

Production :

ADVENTURE TIME



Sc. 125 Pnl. B Bg. day night

Sc. 125 Pnl. C Bg. day night

Dialog:

⏸

Action: -MATCH CUTS TO MORE RICHLY DRESSED KOO + T.

Timing:

① ② ③ ④

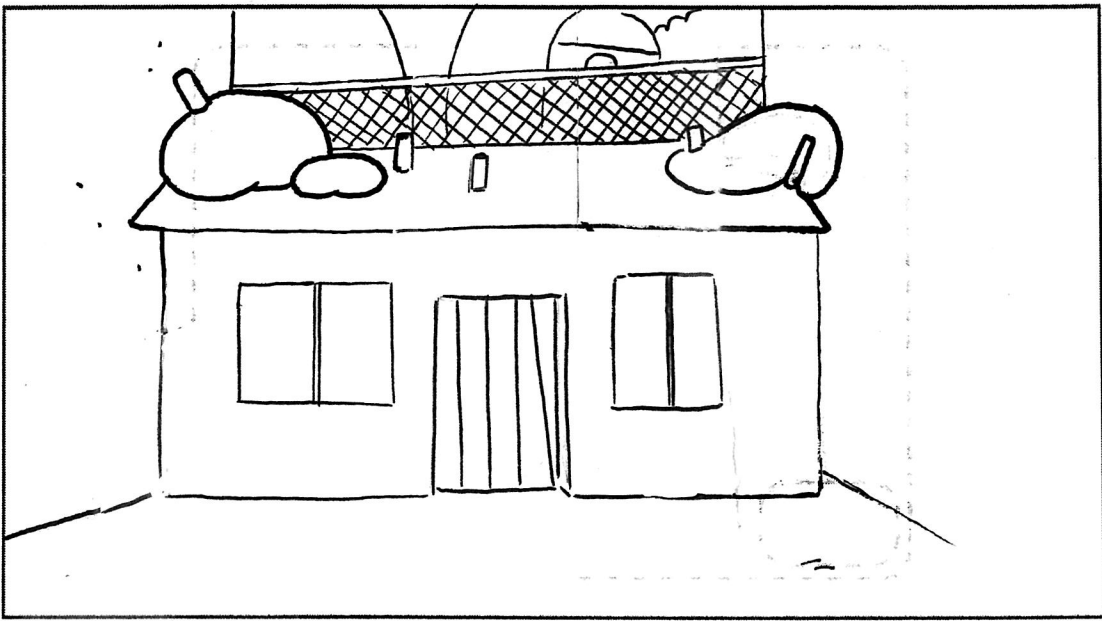
tion :

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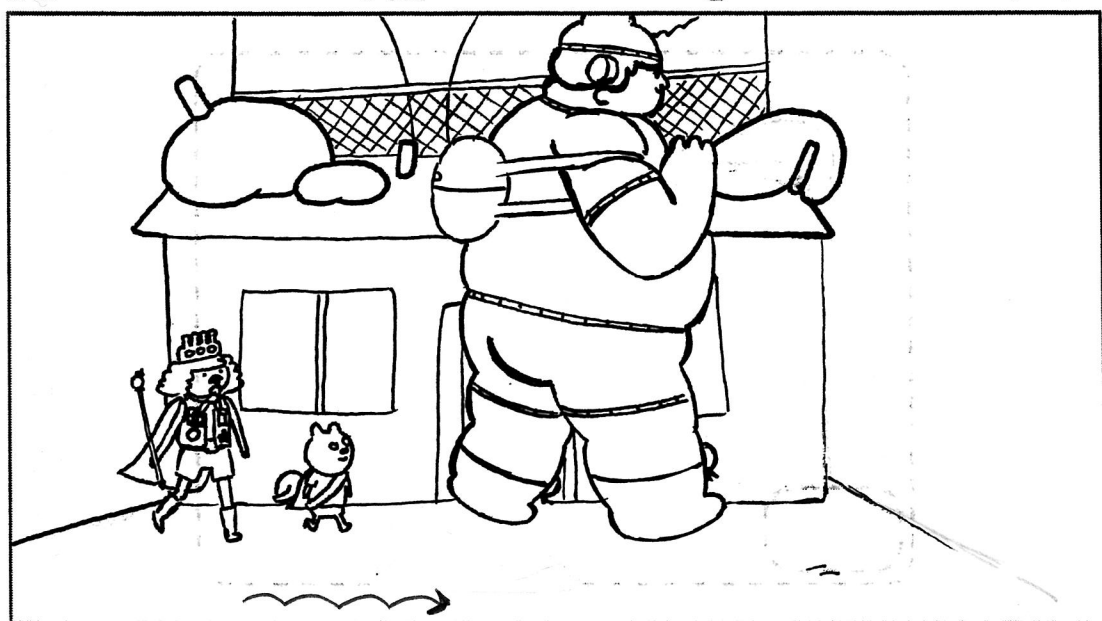
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night

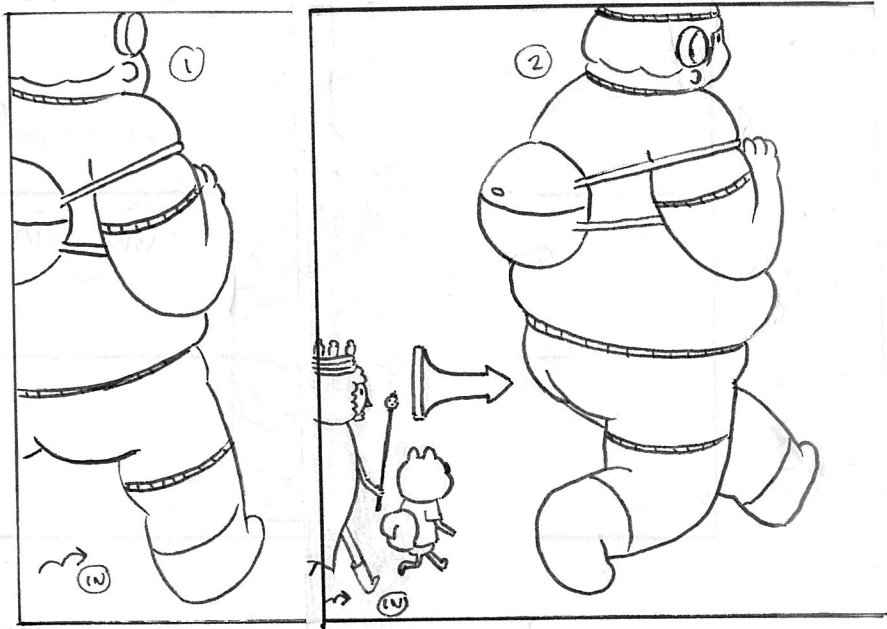


Sc. 127 Pnl. B Bg. day night



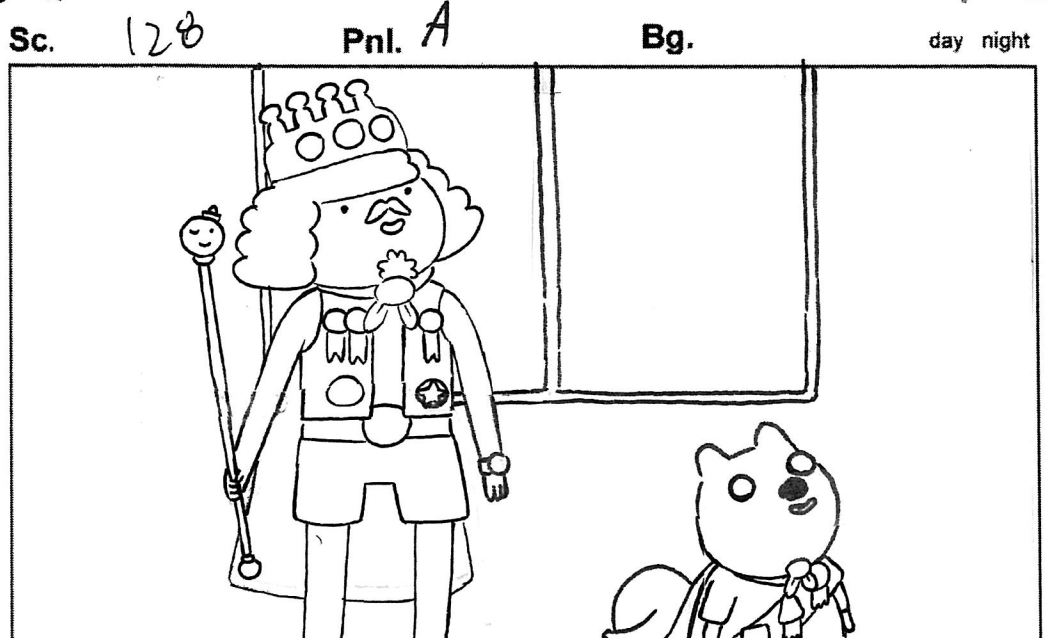
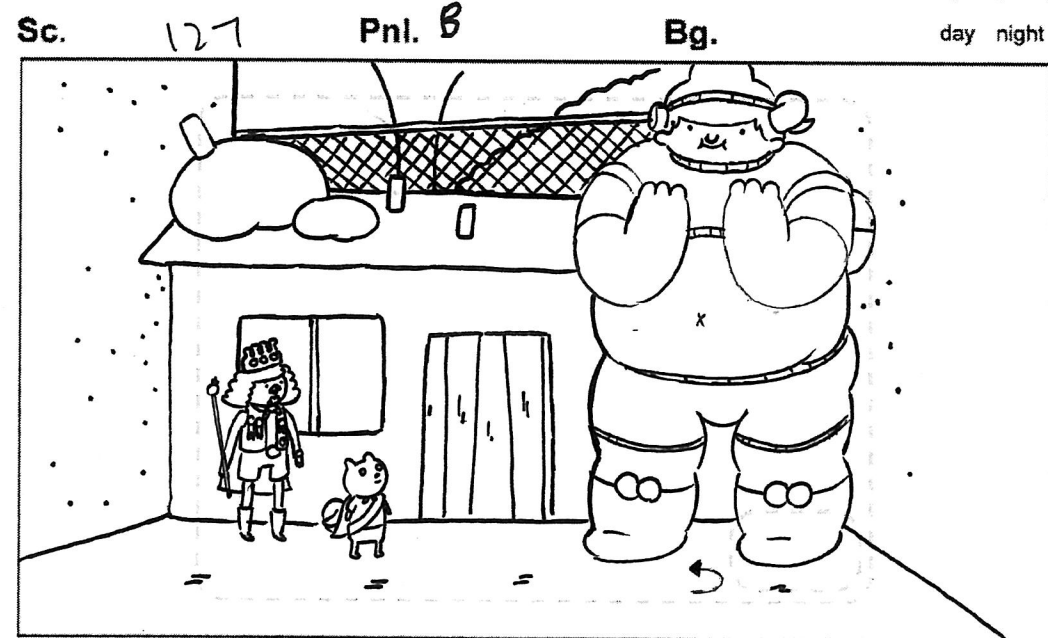
Dialog:
Action:
Timing:

- SP, KOO, T
WALK ON/S.



EPISODE # 1025-179

ADVENTURE TIME



Dialog: KOO + T: Well, this our place!

I: We'd invite you in but...
— place is a mess!

Action: (B)

Timing:

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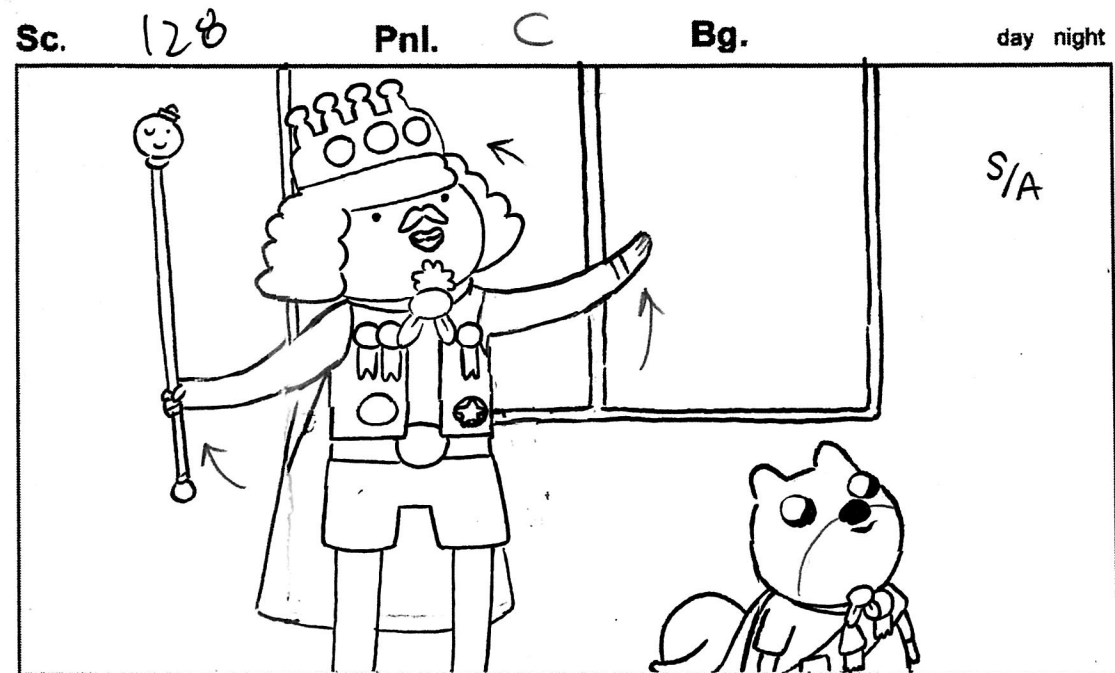
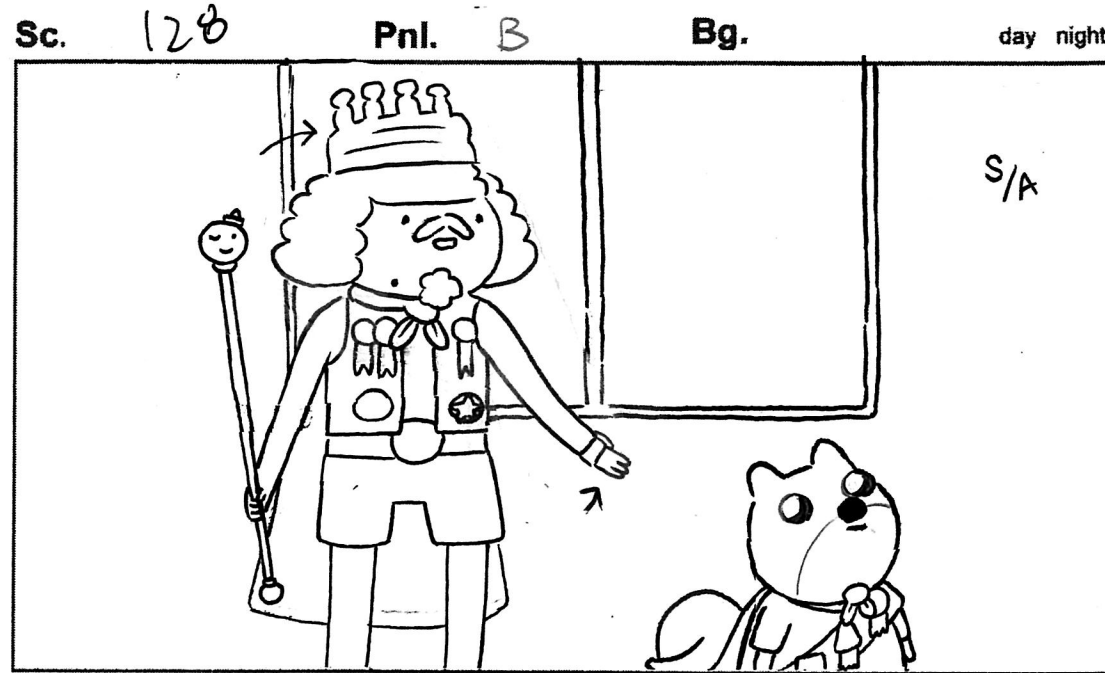
EPISODE # 1025-179

Production :

ADVENTURE TIME



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Dialog:

KOO: HE'S RIGHT --

KOO: WE'RE FILTHY...

Action:

Timing:

EPISODE # 1025-179

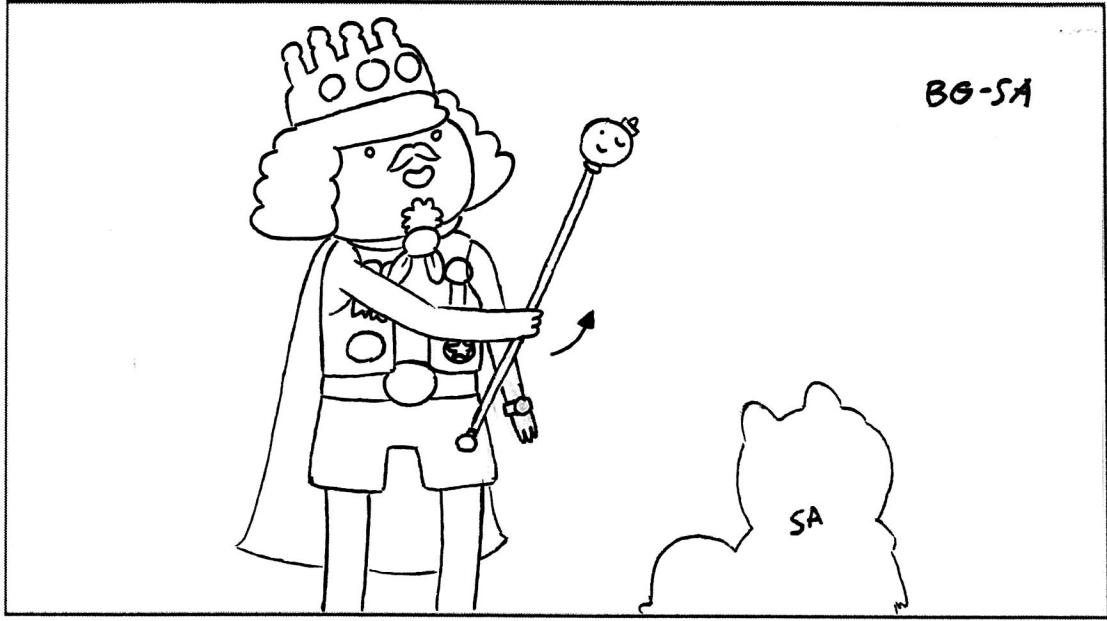
Production :

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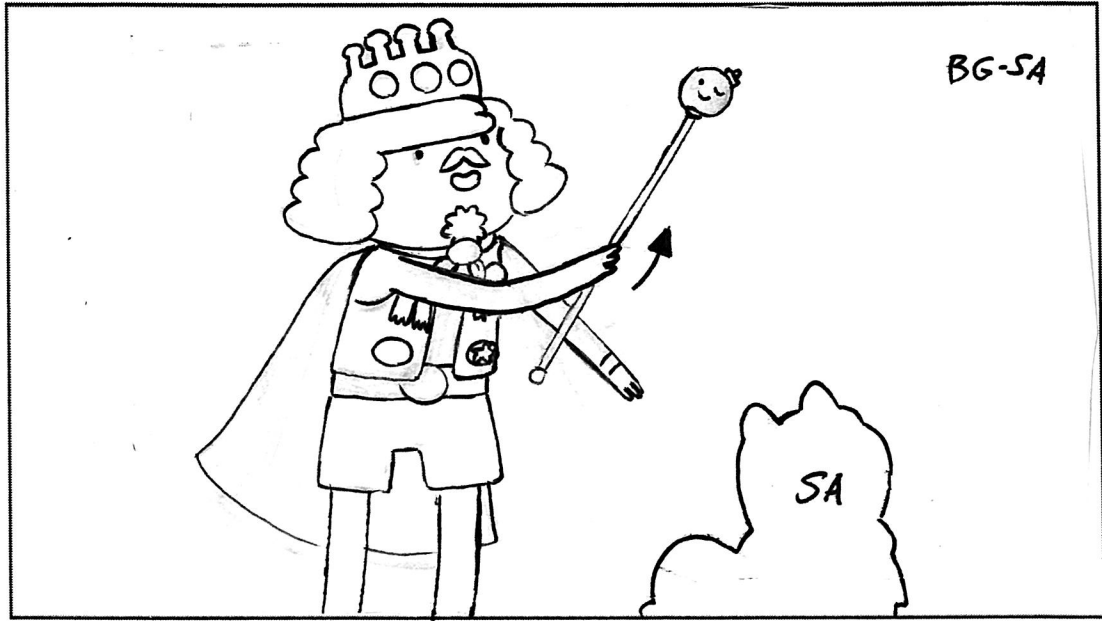
ADVENTURE TIME



Sc. 128 Pnl. D Bg. day night



Sc. 128 Pnl. E Bg. day night

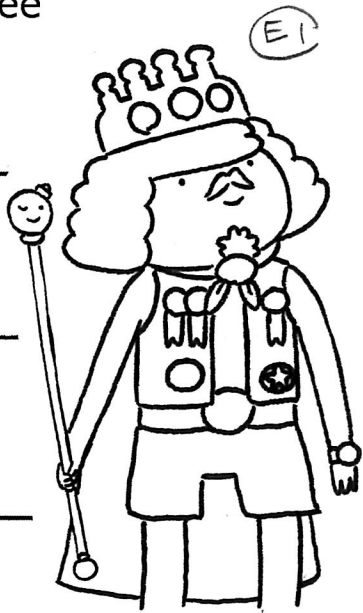


Dialog:
KOO: LISTEN, We all need a break...

KOO/ Go on home kid, and we'll see you tomorrow.

Action:

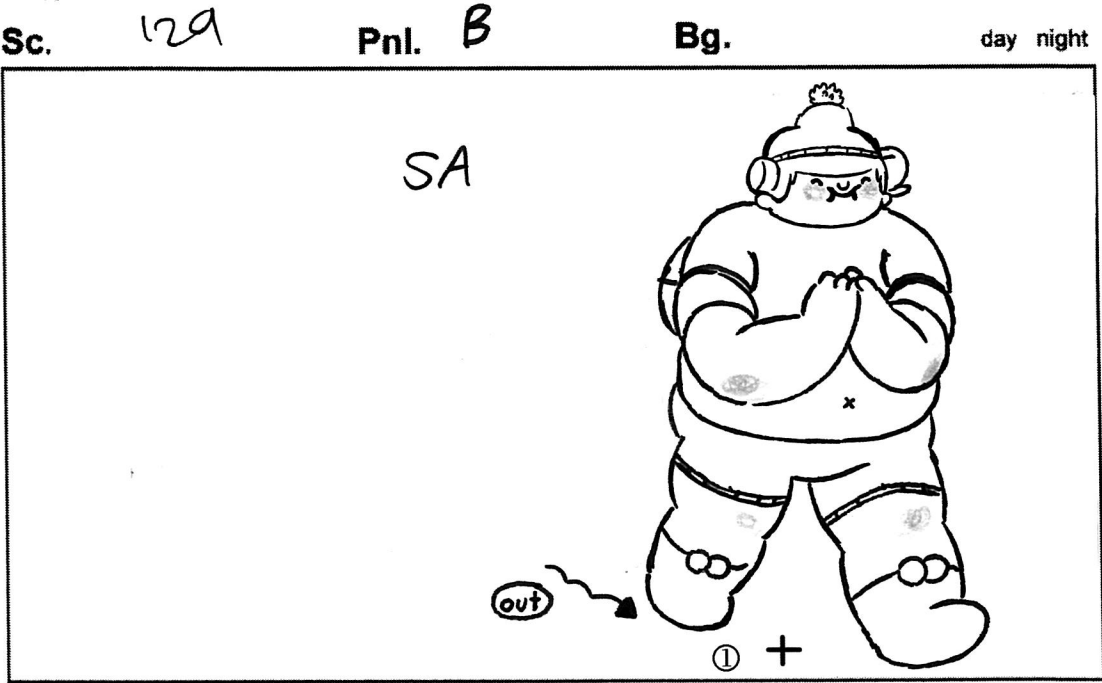
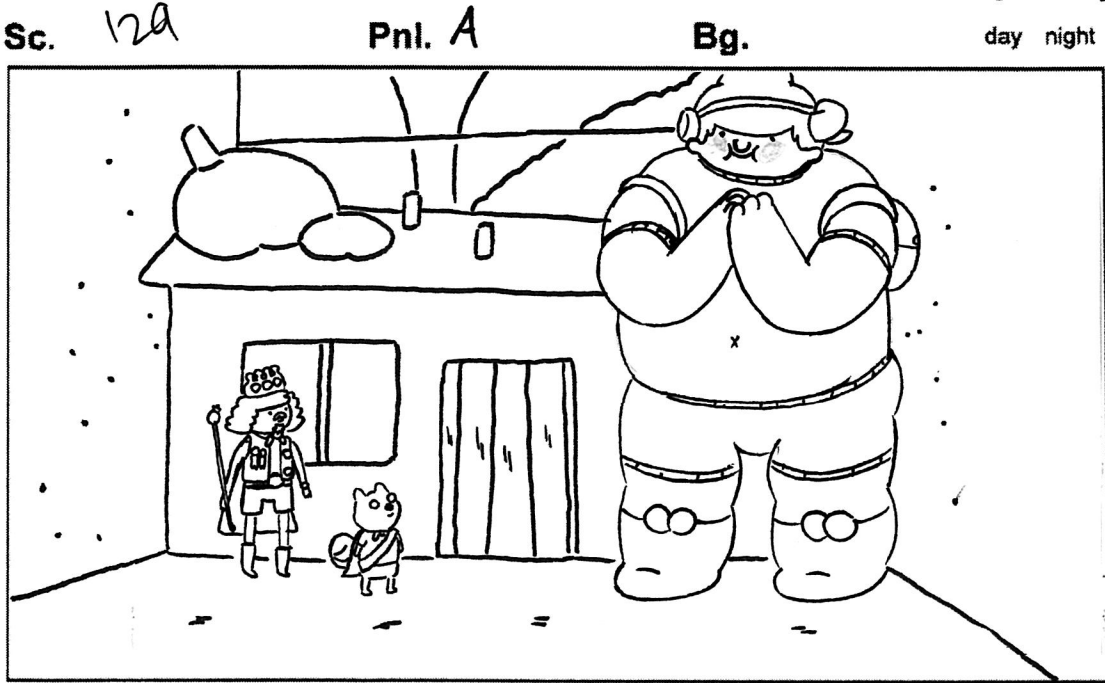
Timing:



EPISODE # 1025-179
Production :

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ADVENTURE TIME



Dialog:

S.P. : MM.

Action:

- S.P. WALKS OFF/S.

Timing:



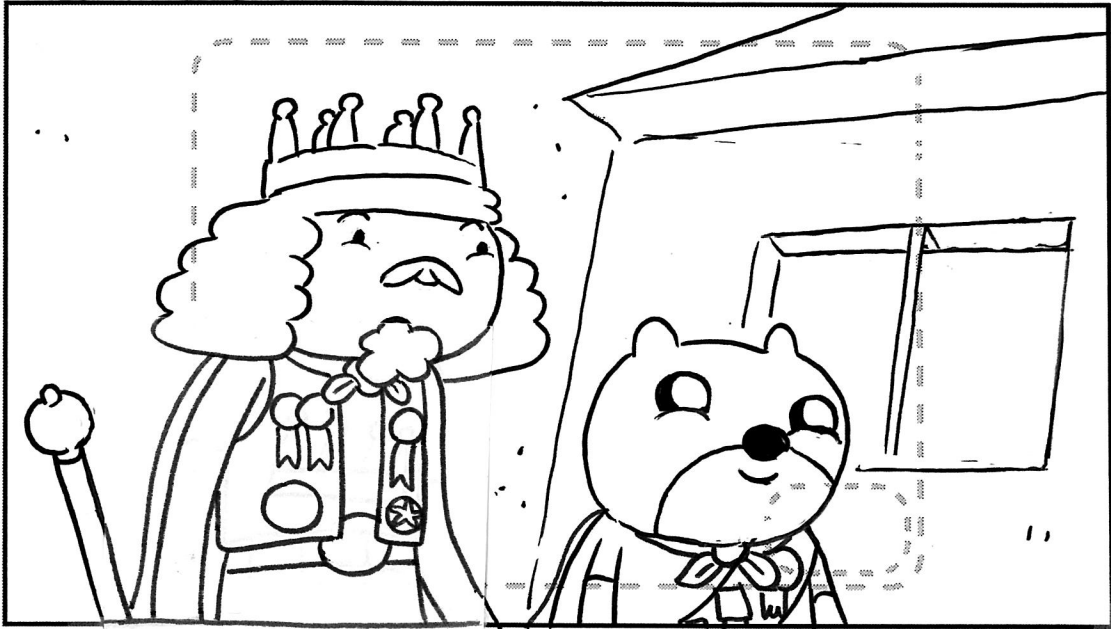
EPISODE # 1025-179

Production :

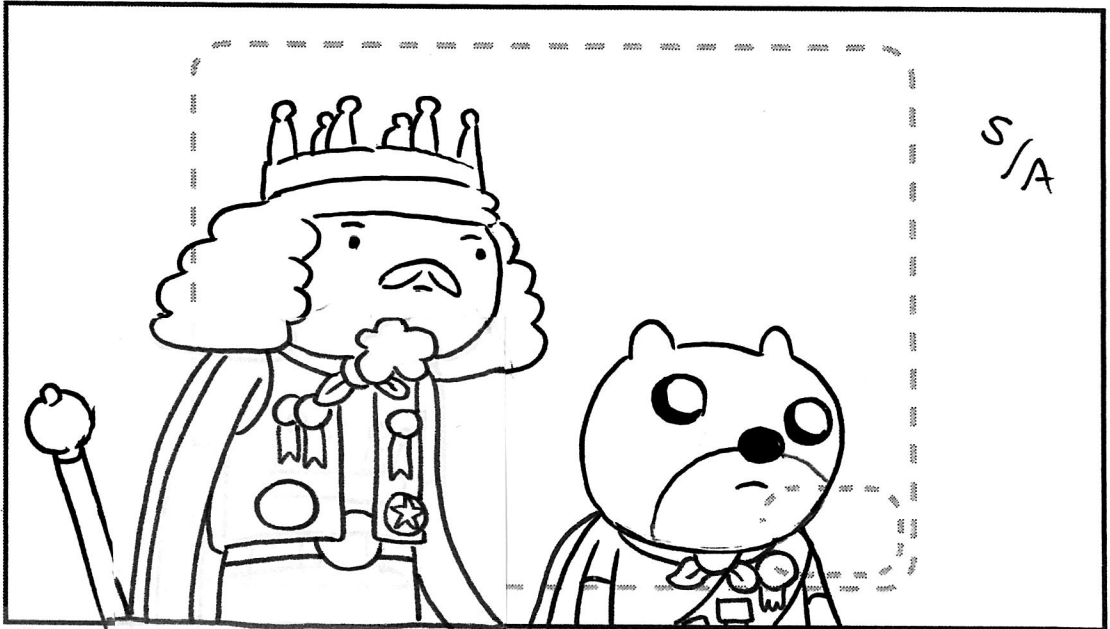
ADVENTURE TIME



Sc. 129A Pnl. A Bg. day night



Sc. 129A Pnl. B Bg. day night



Dialog:

Action: - K.O.O. + T. WATCH IN SILENCE - THEIR SMILES FADE. ← WIPE

Timing:

EPISODE #

Production:

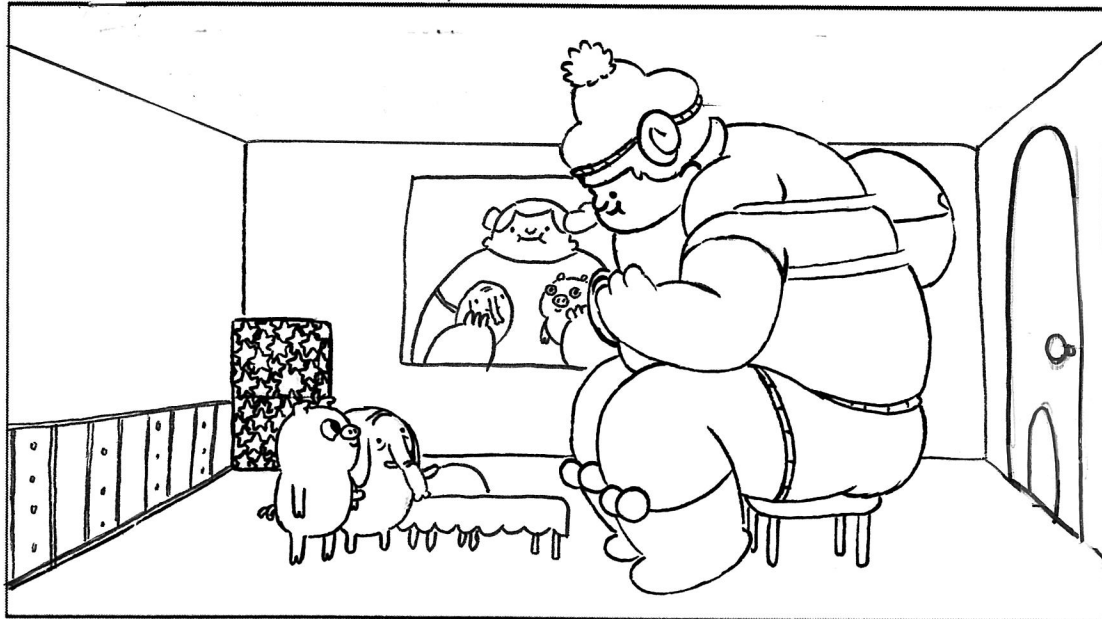
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ADVENTURE TIME

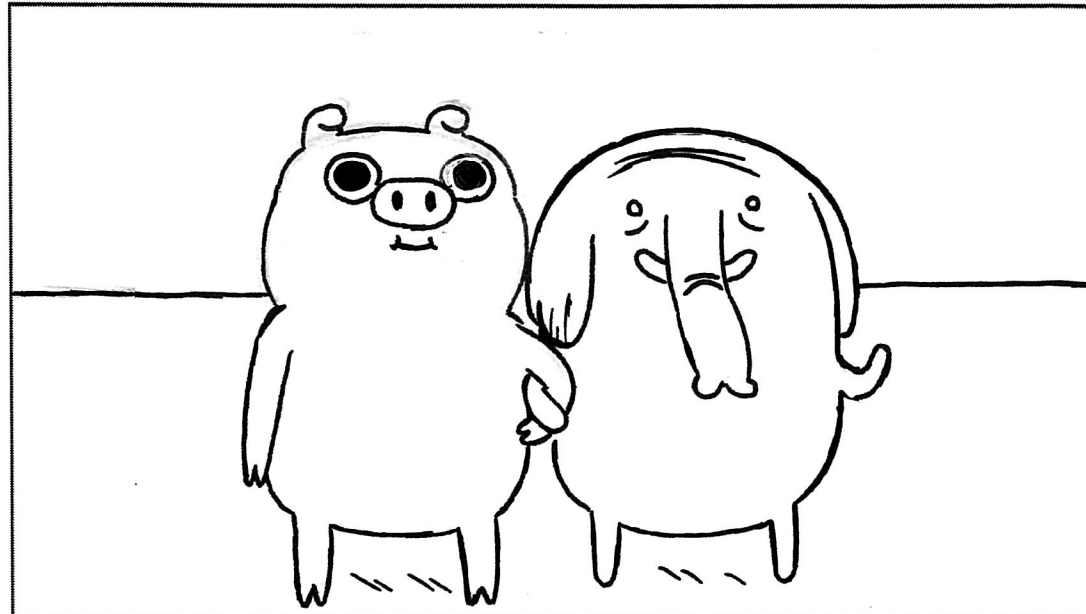


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Sc. 130 Pnl. A Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:

TT/ Sweat P., ah we're going on a date.

TT: You're smart and educated enough to stay at home all by yourself.

Action:

-TT'S Home.

Timing:

EPISODE #

1025-179

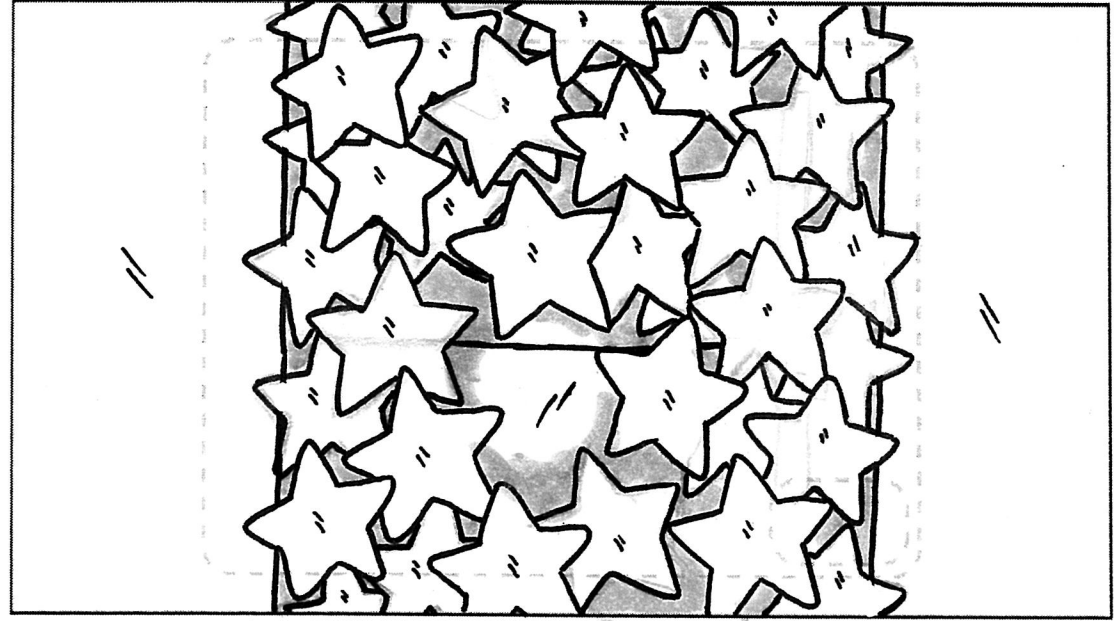
Production :

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ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



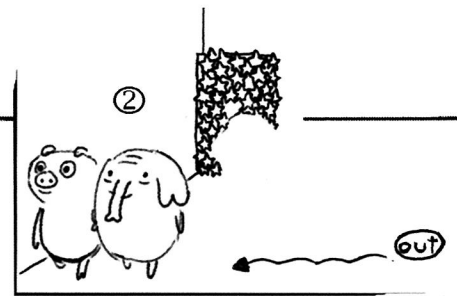
Sc. 133 Pnl. A Bg. day night



Dialog: Mr. Pig: (O.S.) The proof is on the fridge.

Action: -FRIDGE DOOR COVERED IN GOLD STARS. Mr. Pig + T.T. leave.

Timing:



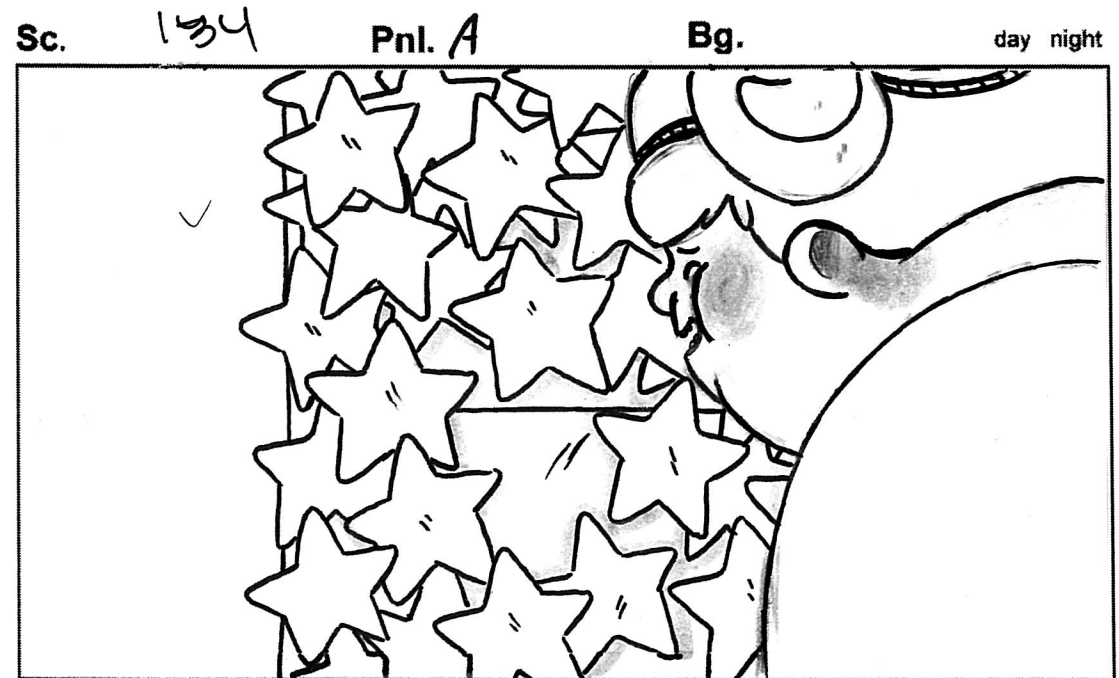
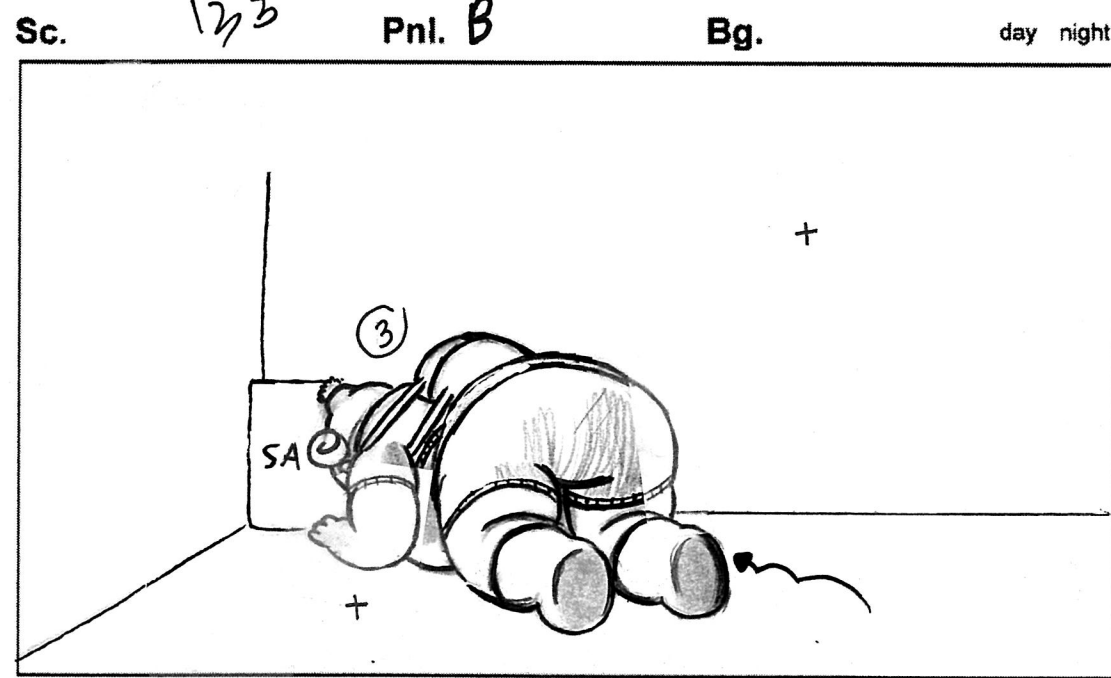
EPISODE # 1025-179
Production :

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ADVENTURE TIME



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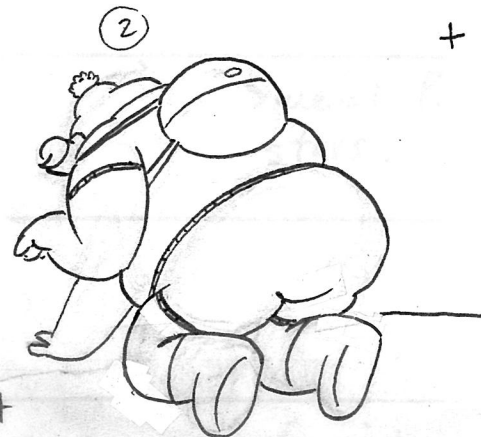
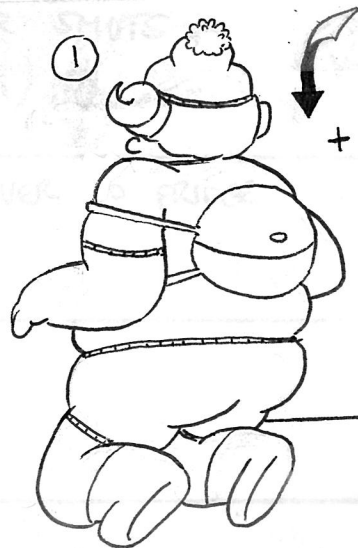
Dialog:

SFX: * DOOR SHUTS *
O/S

Action:

- SP CRAWLS OVER
TO FRIDGE

Timing:



Sweet P. looking at fridge covered with stars

EPISODE #

1025-179

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ADVENTURE TIME



Sc. 134 Pnl. B Bg. day night

Sc. 134 Pnl. C Bg. day night

Dialog: Sweet P: Mama and Papa will be so surprised if the refrigerator is all covered with stars. WHEN THEY GET BACK ...

SP: One more star should do it...

Action:

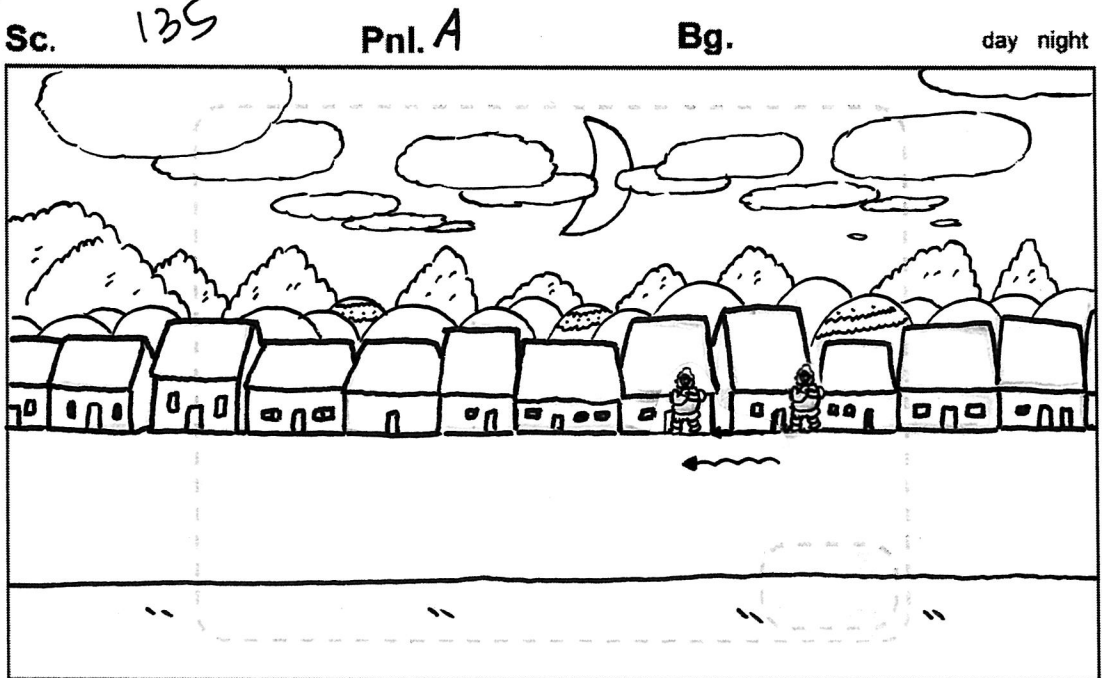
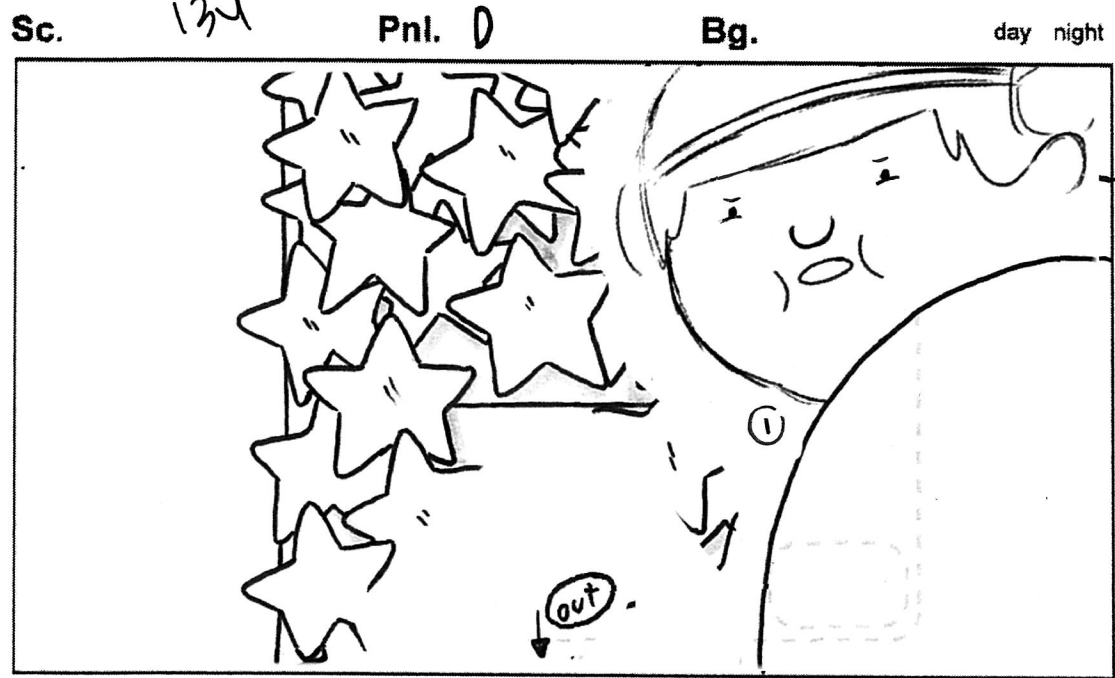
Timing:

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Production :

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ADVENTURE TIME



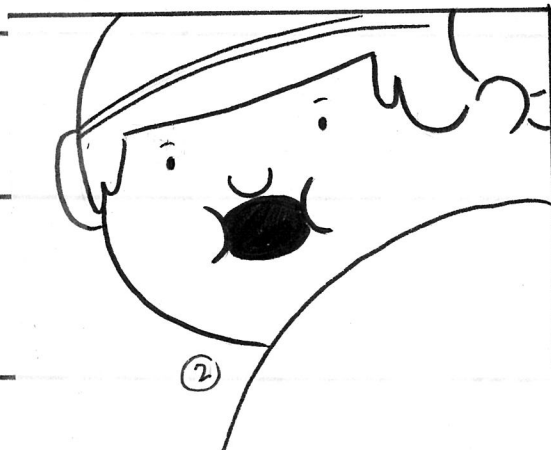
Dialog: SP: ① I need to find KING of OOO & TORONTO
to get me that ② last star.

Action:

Timing:

Sweet P. walk the streets looking
for king of Ooo and Toronto's shack.

Wipe



DETAIL:



EPISODE # 1025-179

Pr

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ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 130 Pnl. B Bg. day night



Dialog:



KOO : (a/s) HAND ME A COUPLE MORE BANANA PEELS, WOULDYA...
S.P. : OH!

Action: -looks around while walking.

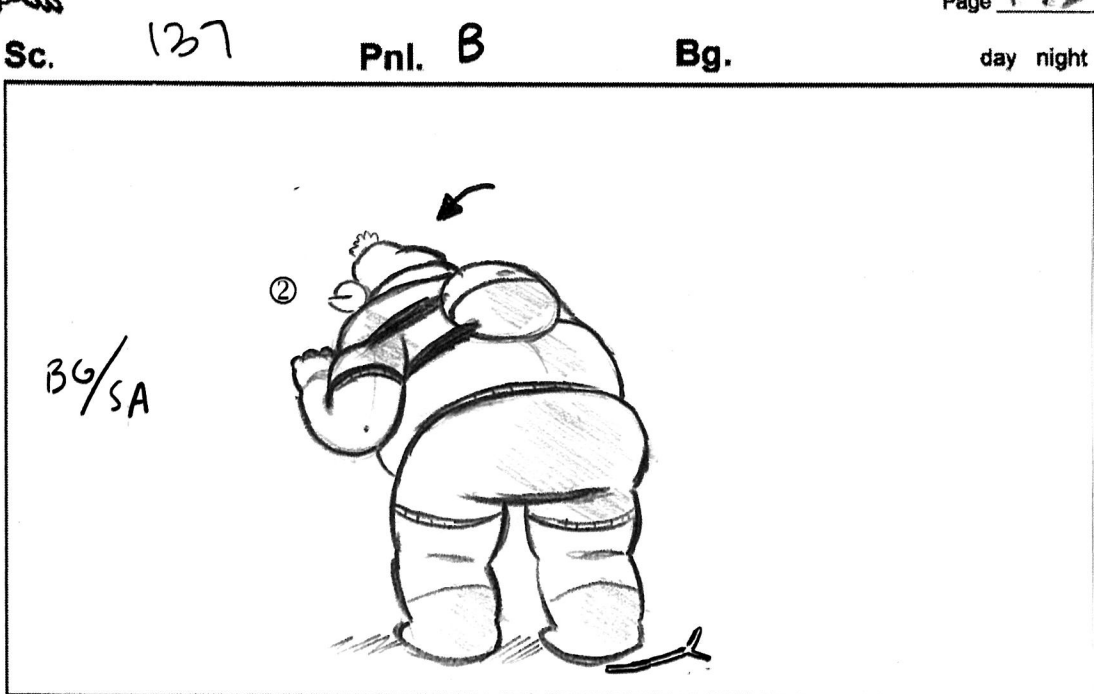
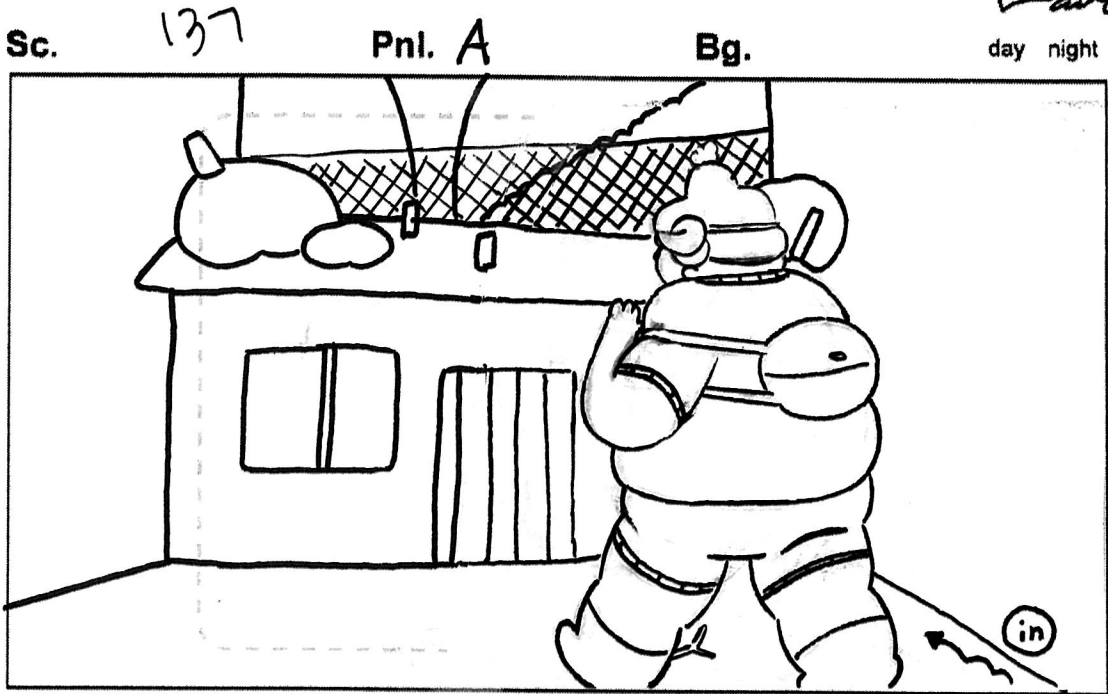
- Hears K.O.O's voice.

Timing:

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Production :

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ADVENTURE TIME



Dialog: I (0/5) I DON'T KNOW, K.O. THEY'VE GONE RANCID -

KOO (0/5) HORSEFEATHERS - A LICK -

Action: - Sweet P. finally finds it, about to knock when he hears King of Ooo and Toronto CONVERSING.

Timing:



EPISODE # 1025-179
Production...

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ADVENTURE TIME



Sc. 137 Pnl. C Bg. day night

BG-SA

Sc. 138 Pnl. A Bg. day night

Dialog: KOO (O/S) OF GOLD PAINT IS ALL IT NEEDS. KOO: Just a couple more garbage stars, eh, Toronto...

Action: - Sweet P. looks through the window. - KOO + T making gold stars out of newspapers, rags and rancid banana peels. - Toronto dipping stars in gold paint.

Timing:

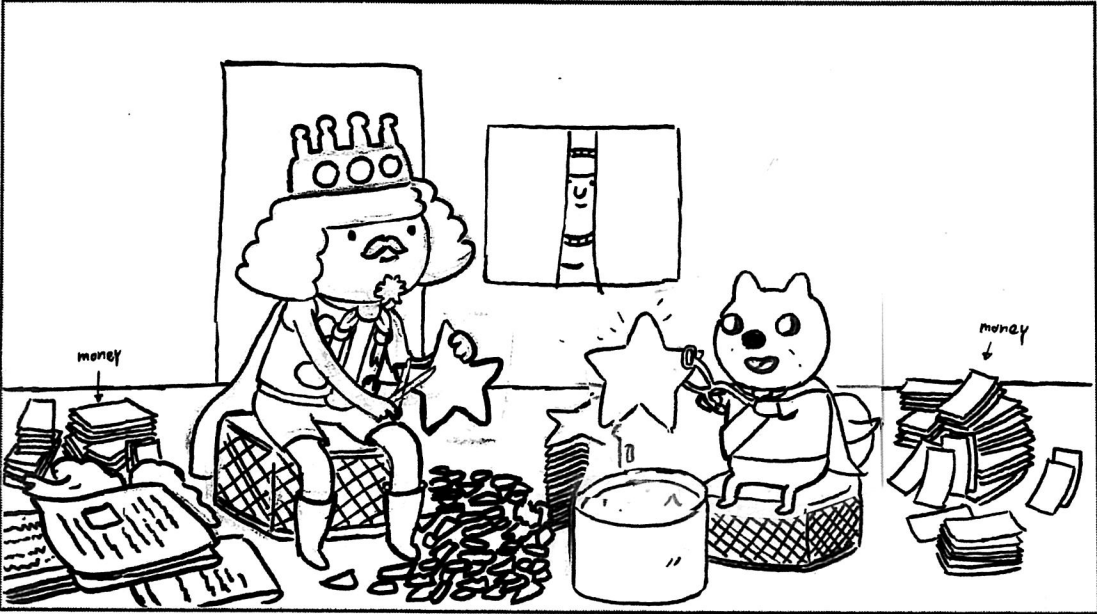
1025-179
EPISODE #
Production :

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ADVENTURE TIME



Sc. 138 Pnl. B Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog:	<u>TORONTO</u> : MORE STARS MEANS MO' DOSH.	<u>KOO</u> : Soon,
Action:		
Timing:		

1025-179
EPISODE #
Production :

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ADVENTURE TIME

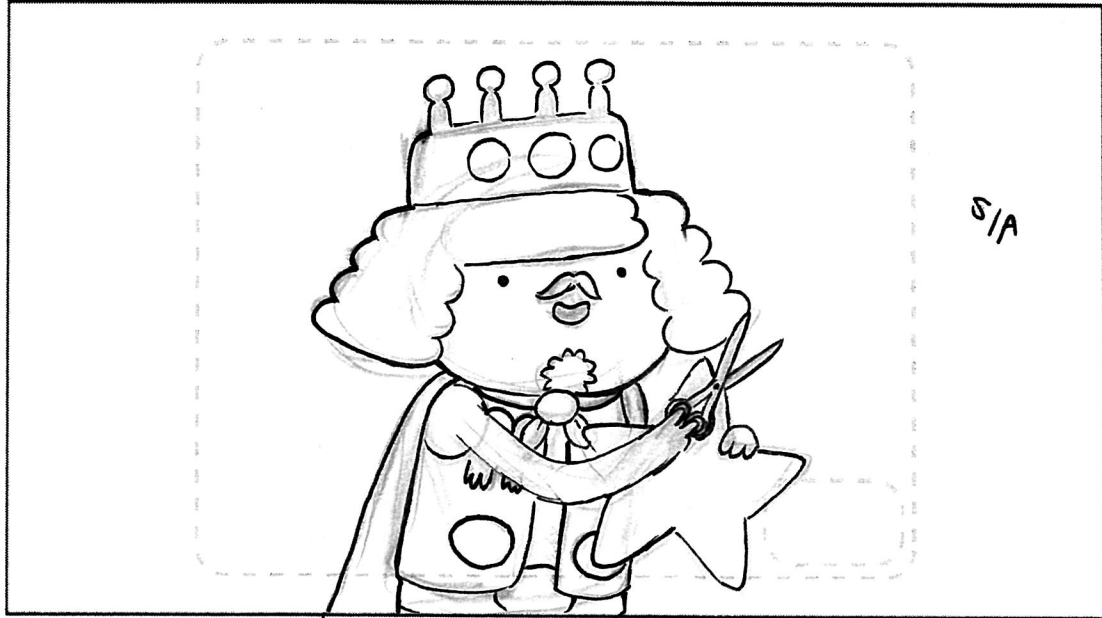


Sc. 139

Pnl. B

Bg.

day night



Sc. 139

Pnl. C

Bg.

day night



Dialog:	<u>koo</u> : we'll have enough scratch to fund my big comeback!
Action:	
Timing:	

Production :

EPISODE #

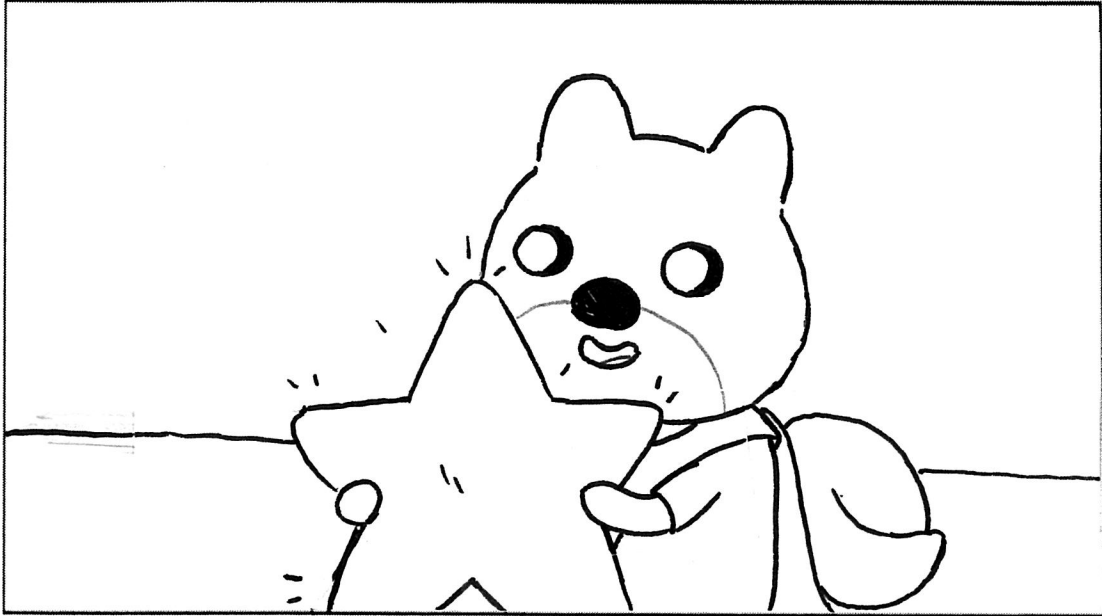
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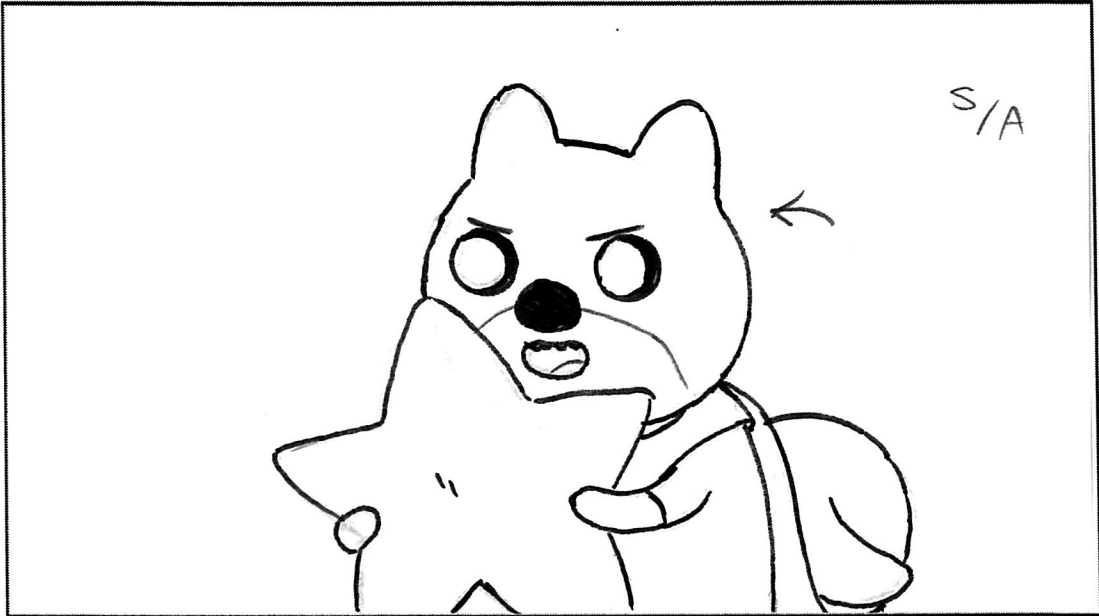
ADVENTURE TIME



Sc. 140 Pnl. A Bg. day night



Sc. 140 Pnl. B Bg. day night



Dialog:	<u>I</u> : Best of all, he doesn't know a thing —	<u>I</u> : Because if he did,
Action:		
Timing:		

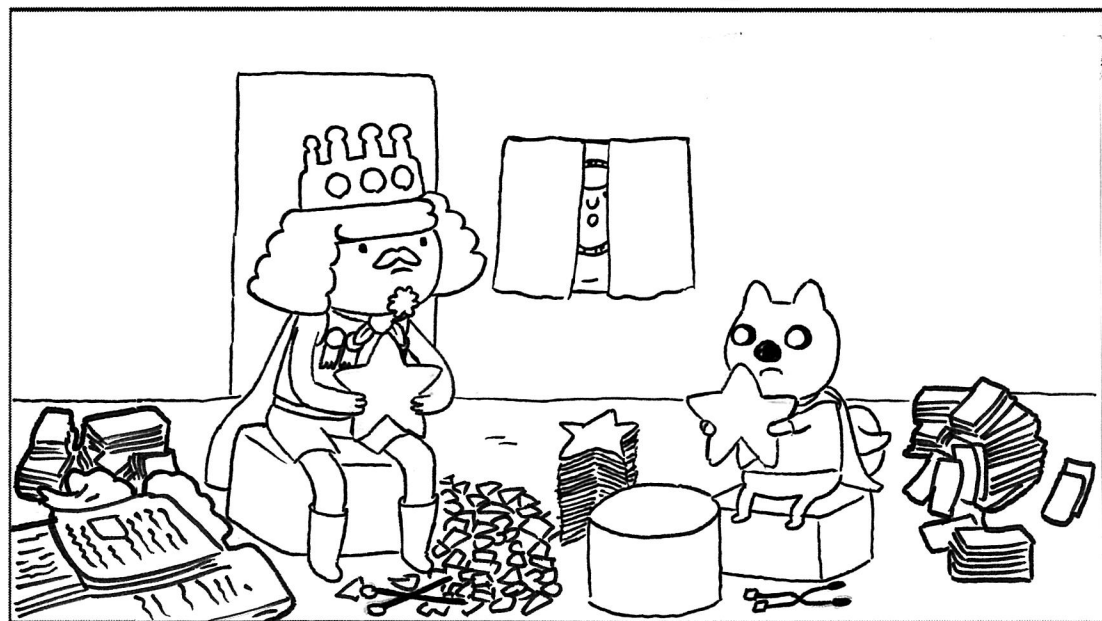
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EPISODE #
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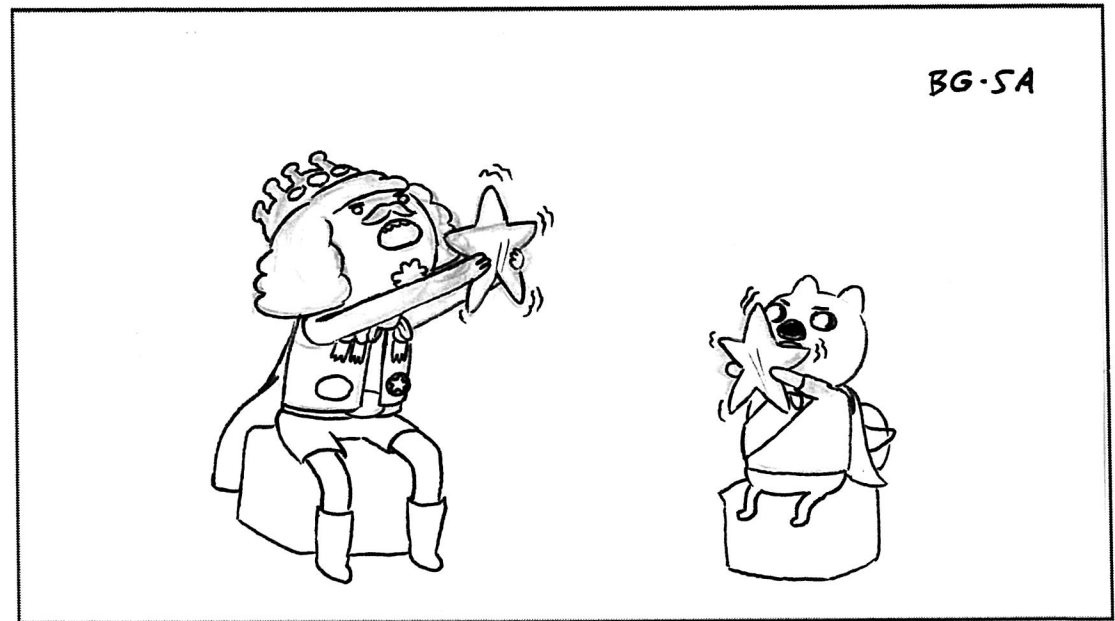
ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog: KOO+T: We have to take care of him!!

Action: -KOO+T strangling stars.

Timing:

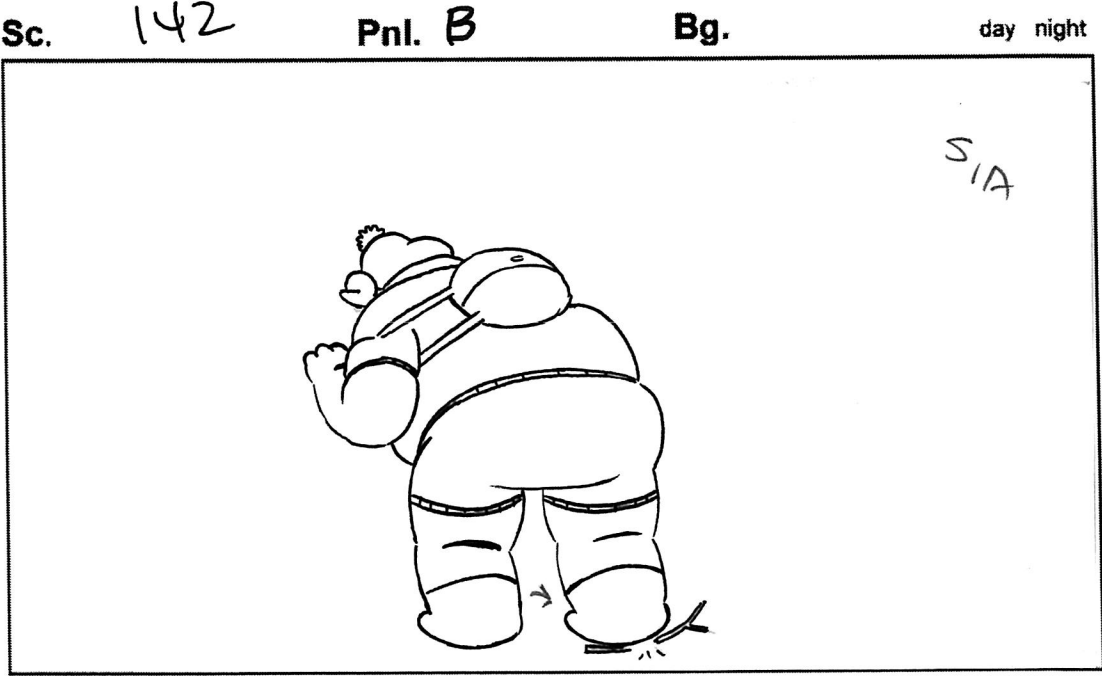
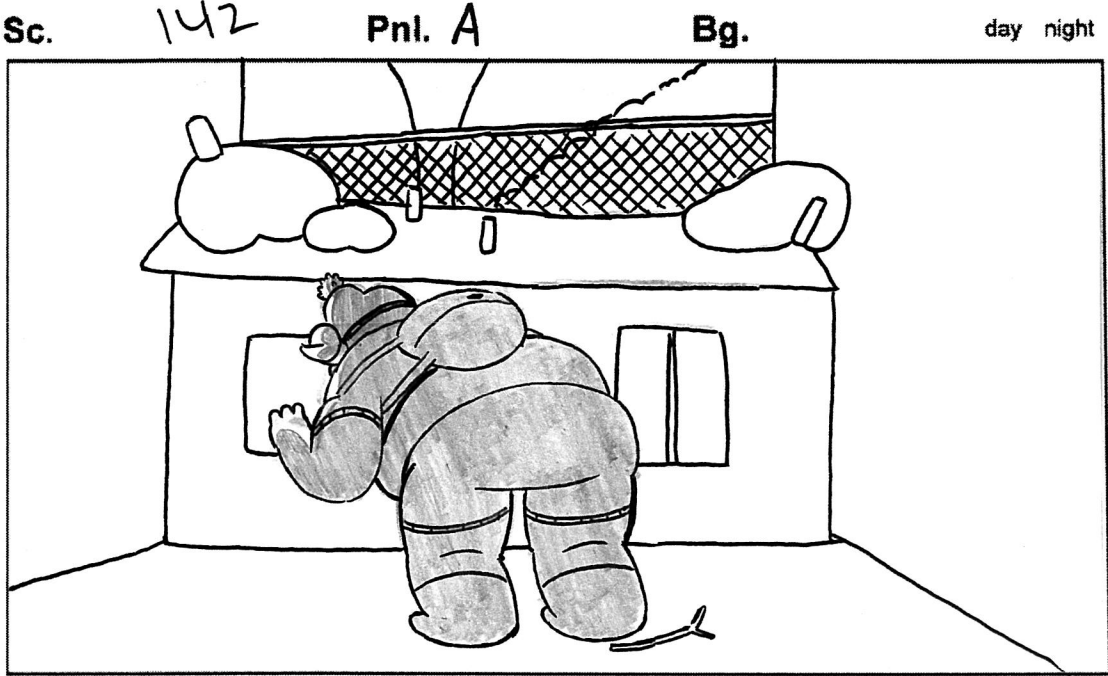
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ADVENTURE TIME



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Dialog: Sweet Pee: [GASP!]

SFX: CRAC!

Action: - Sweet P. takes a step back and accidentally steps on a twig.

Timing:

1025-179

EPISODE #

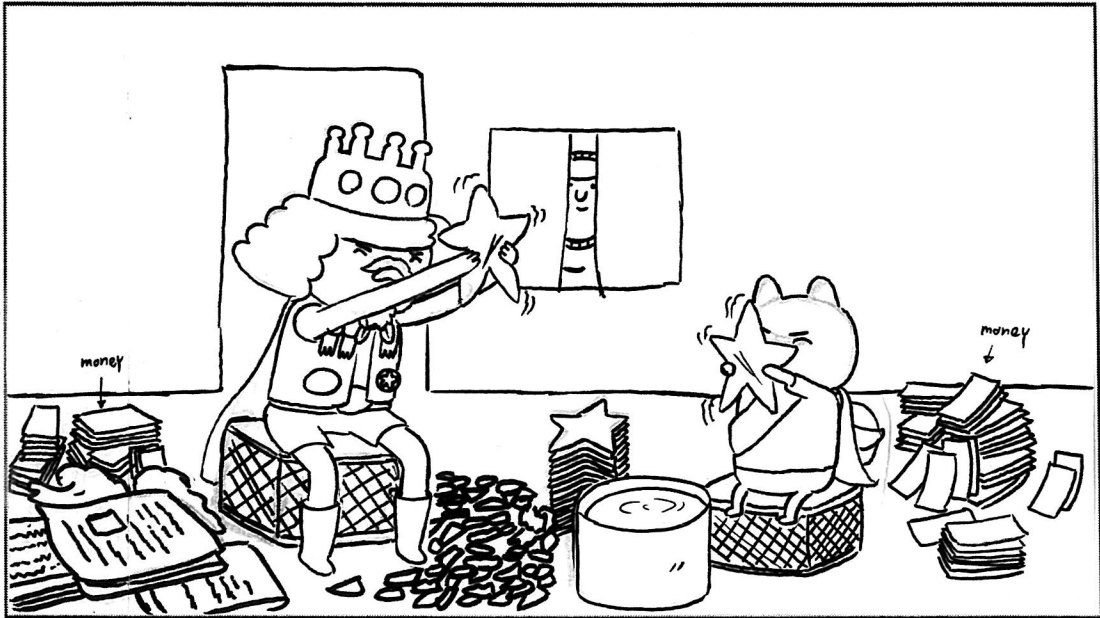
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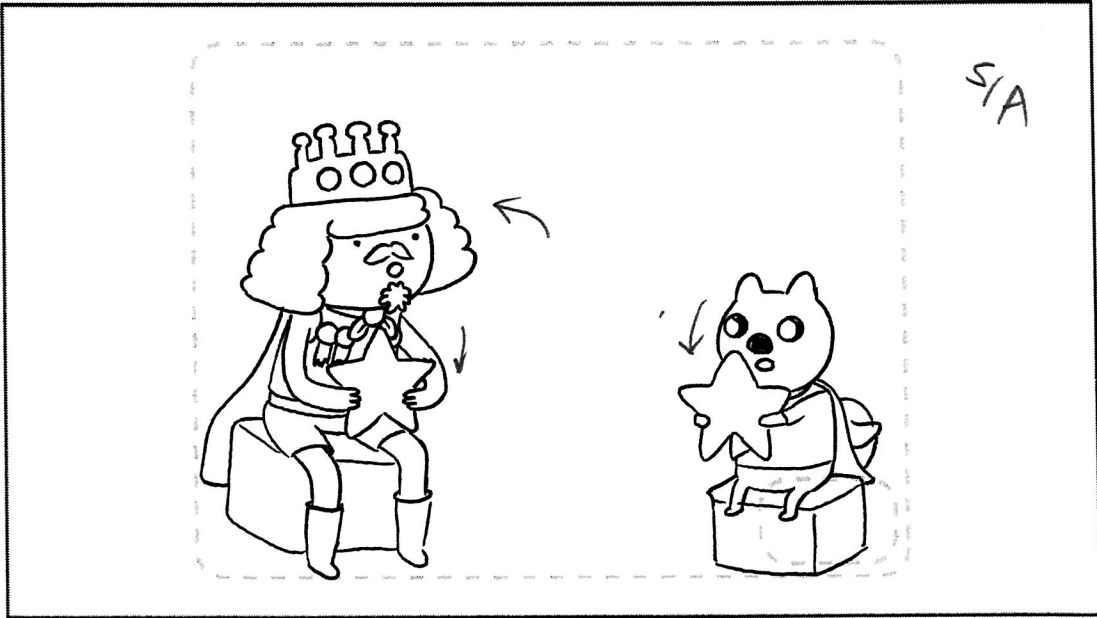
ADVENTURE TIME



Sc. 143 Pnl. A Bg. day night



Sc. 143 Pnl. B Bg. day night



Dialog: KOO+T : (STRAINING) I: What was that?!

KOO: FIVE-OH?

Action: KOO+T Strangling stars.

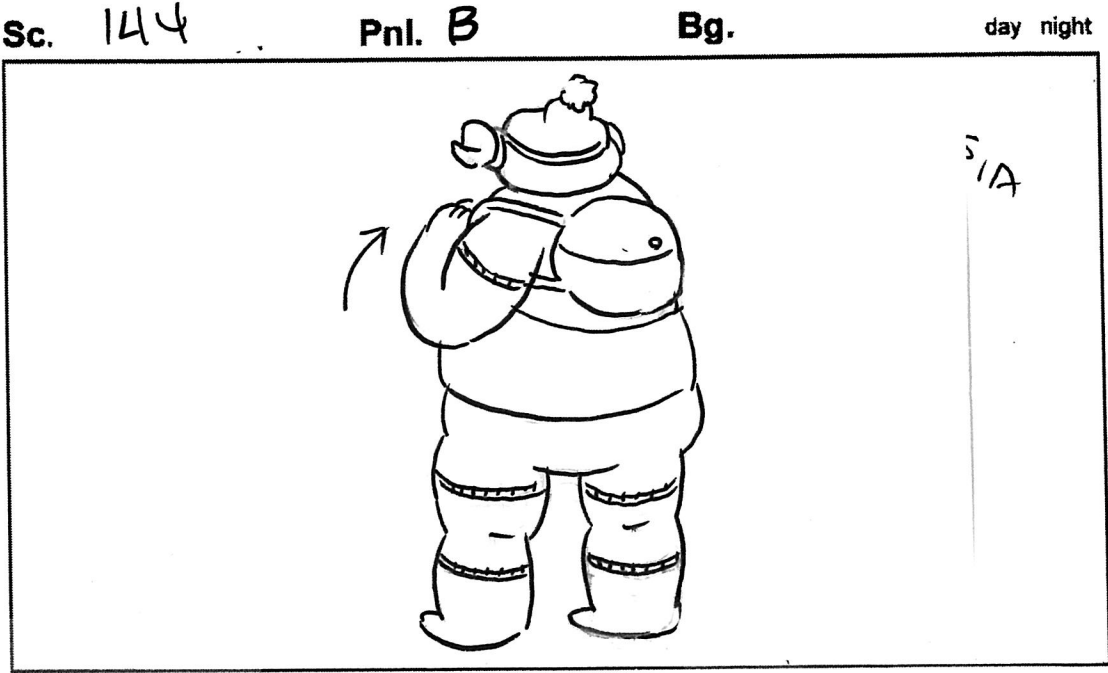
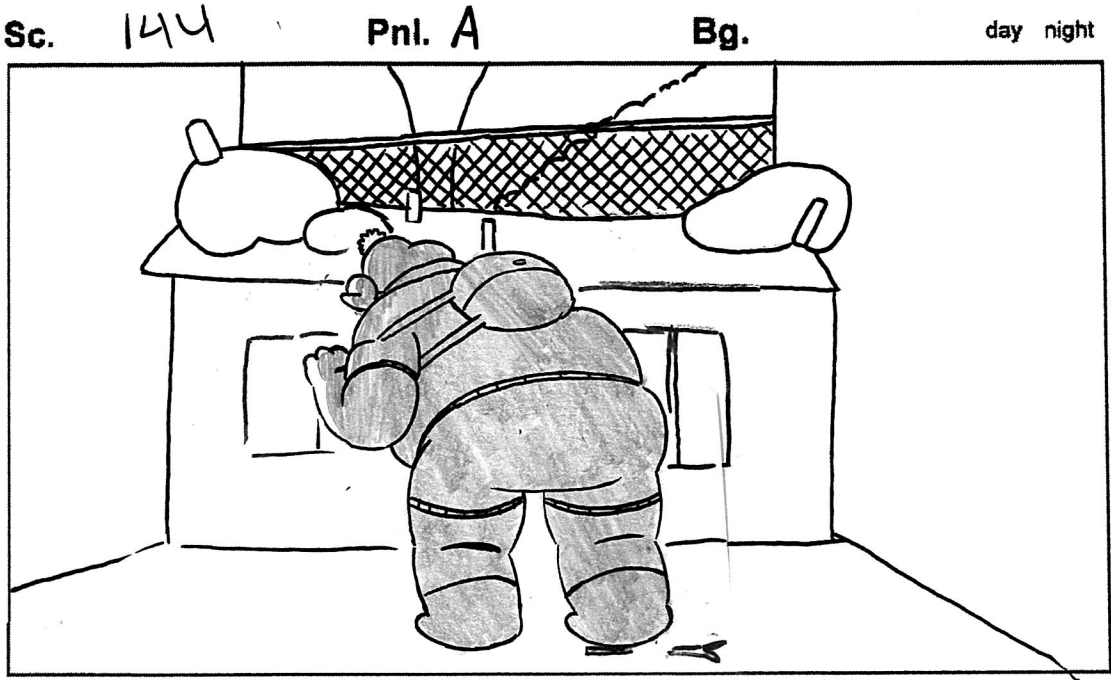
Timing:

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ADVENTURE TIME



Page 180



Dialog:

Action:

— SWEET P. STRAIGHTENS UP

Timing:

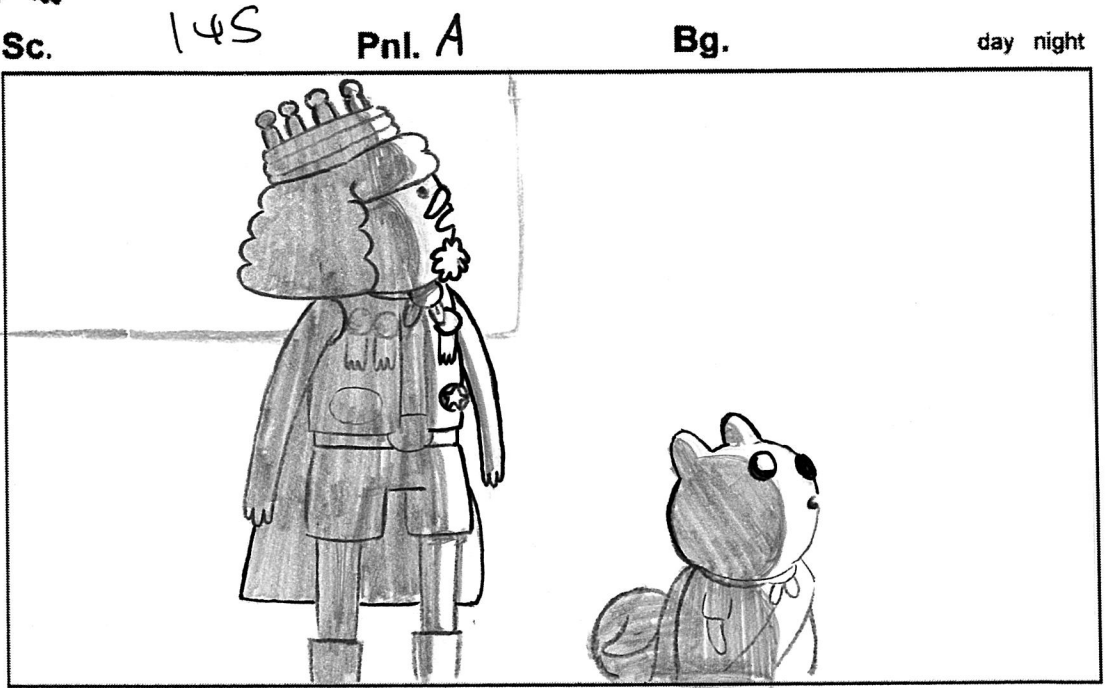
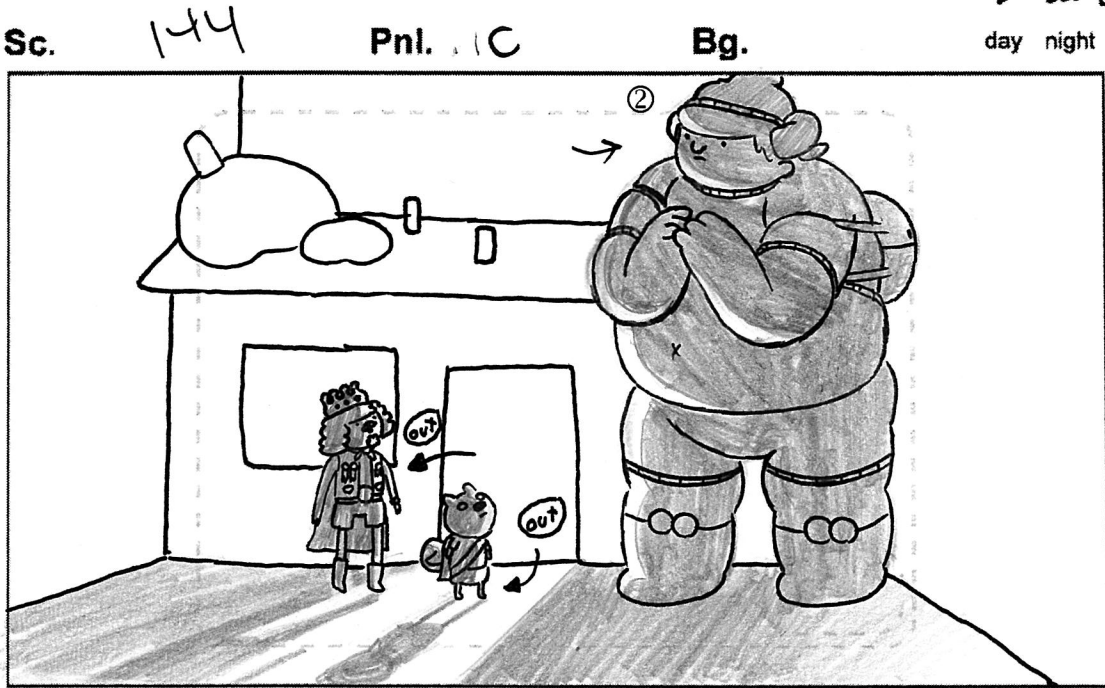
1025-179

EPISODE #

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ADVENTURE TIME



Dialog:

KOO: SWEET P ?...

Action:

- SP WALKS AWAY AND TURNS
- KOO + T WALK OUT OF SHACK.

Timing:

KOO: What did you hear.

1025-179

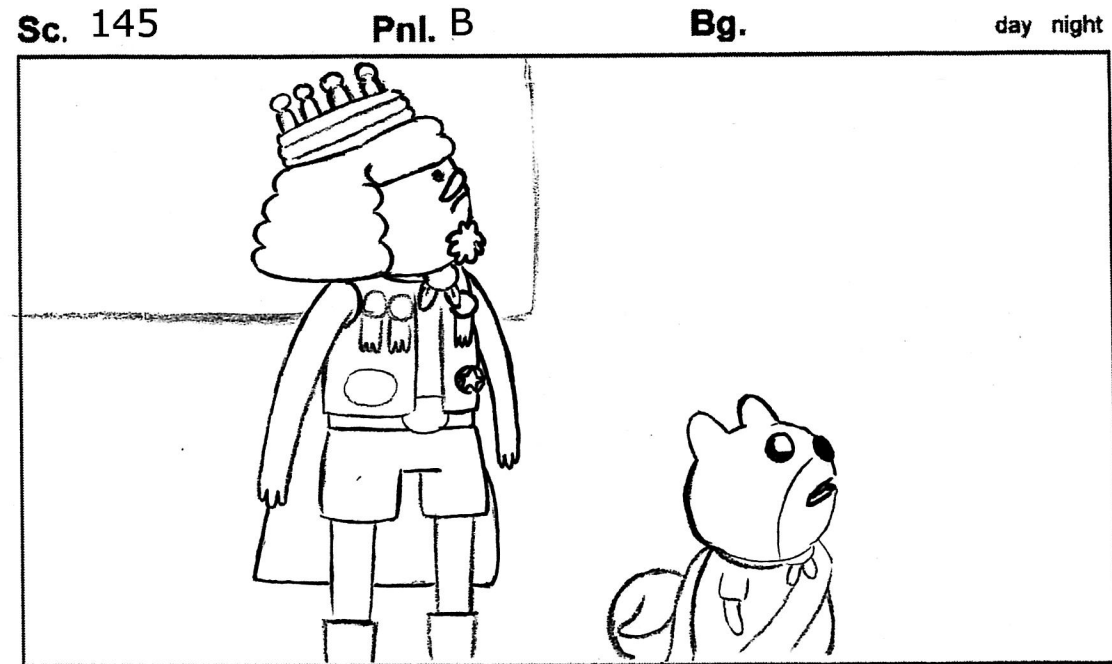
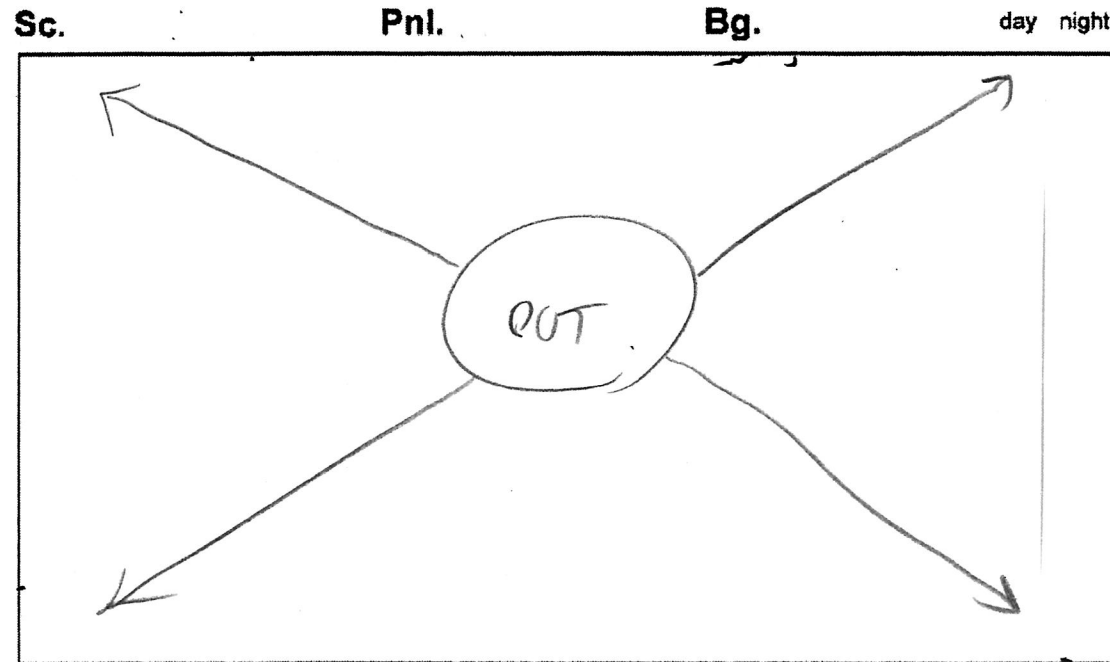
EPISODE #

Production :

ADVENTURE TIME



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Dialog:		I: ^(QUICK) WHAT DOES IT MATTER --
Action:		
Timing:		

1025-179

EPISODE #

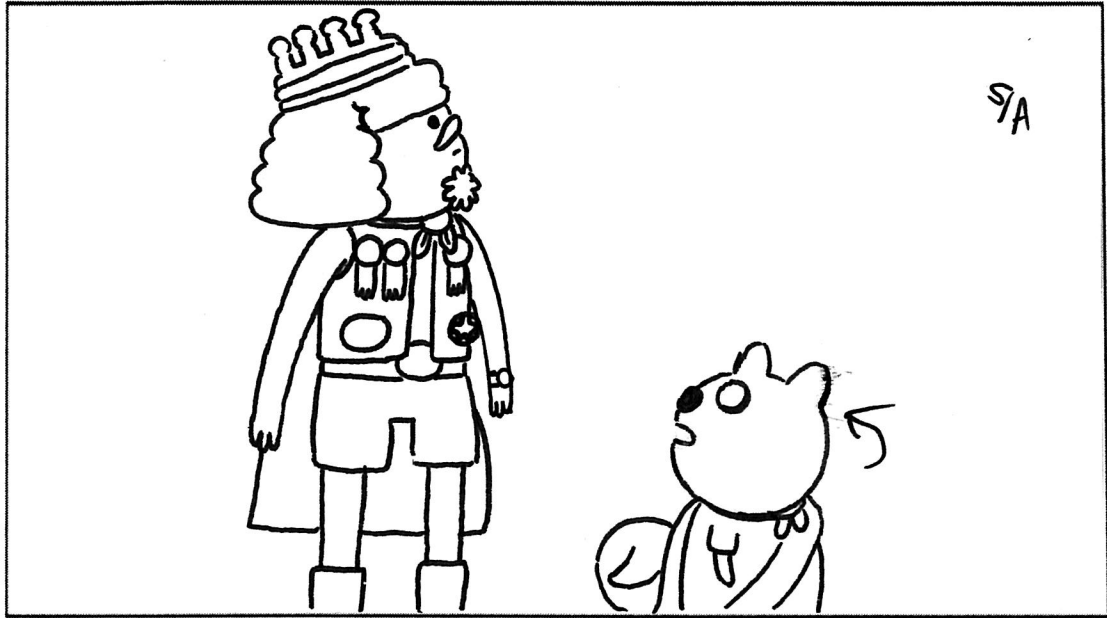
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ADVENTURE TIME



Sc. 147 Pnl. C Bg. day night Sc. 147 Pnl. D Bg. day night



Dialog: T: None of it was good! ————— KOO: We gotta take care of HIM.

Action:

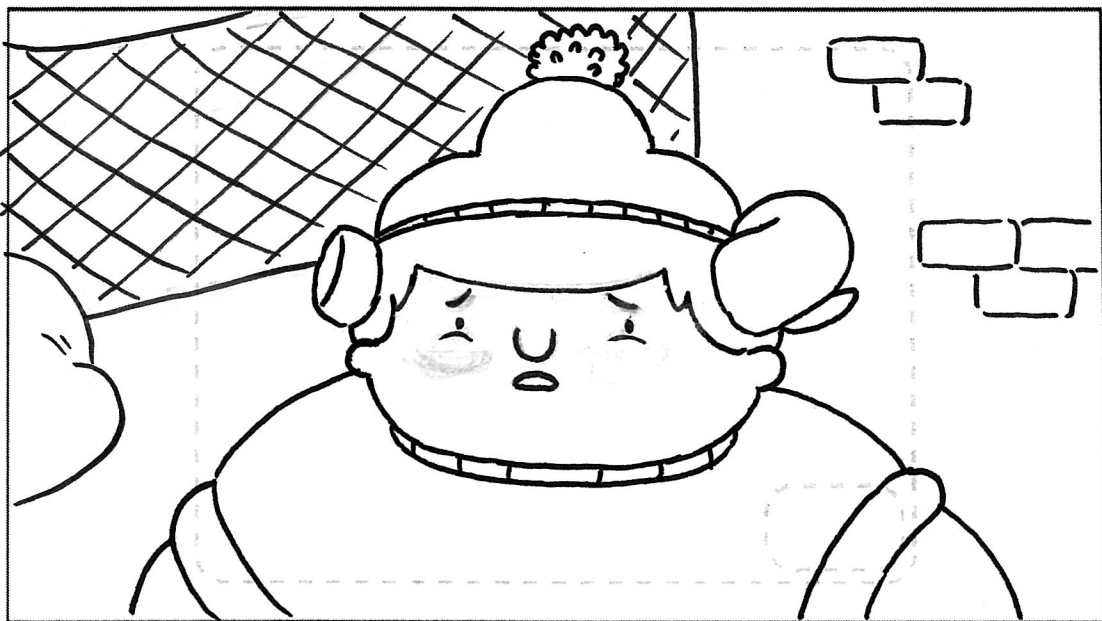
Timing:

EPISODE # 1025-179
Production :

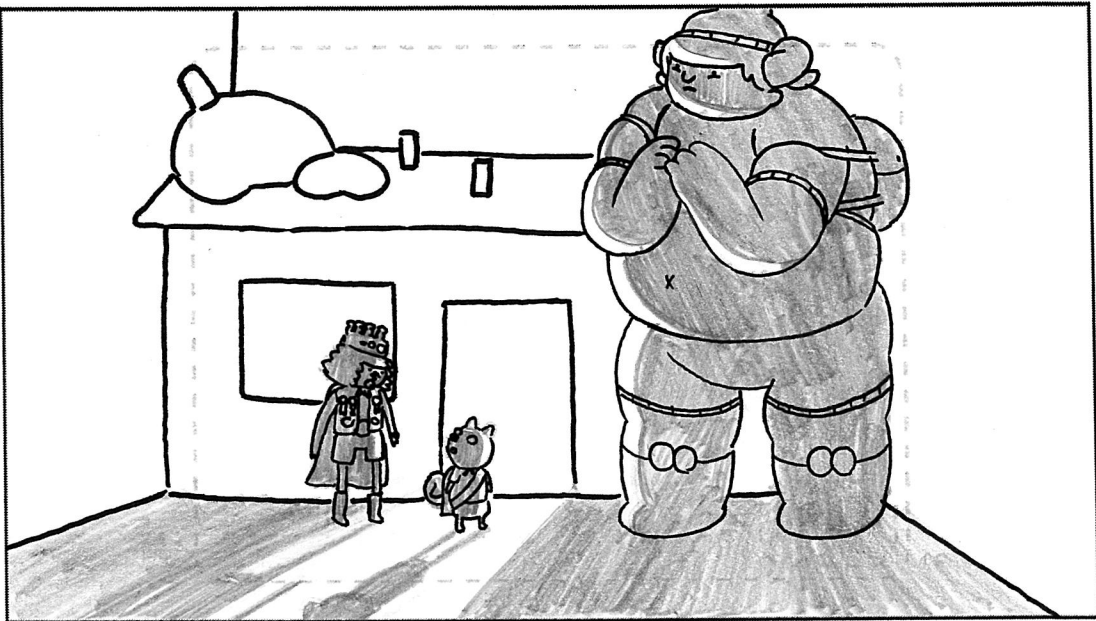
ADVENTURE TIME



Sc. 148 Pnl. A Bg. day night



Sc. 149 Pnl. A Bg. day night



Dialog:
S.P. : (UNCERTAIN NOISE)
Action:
Timing:

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EPISODE # 1025-179
Production :

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ADVENTURE TIME



Sc. 149 Pnl. B Bg. day night

Sc. 144 Pnl. C Bg. day night

Dialog: SP: AAH!

Action: - S.P. RUNS OFF/S.

Timing:

2

KOO: I SHOULDN'T HAVE SAID THAT OUT LOUD.

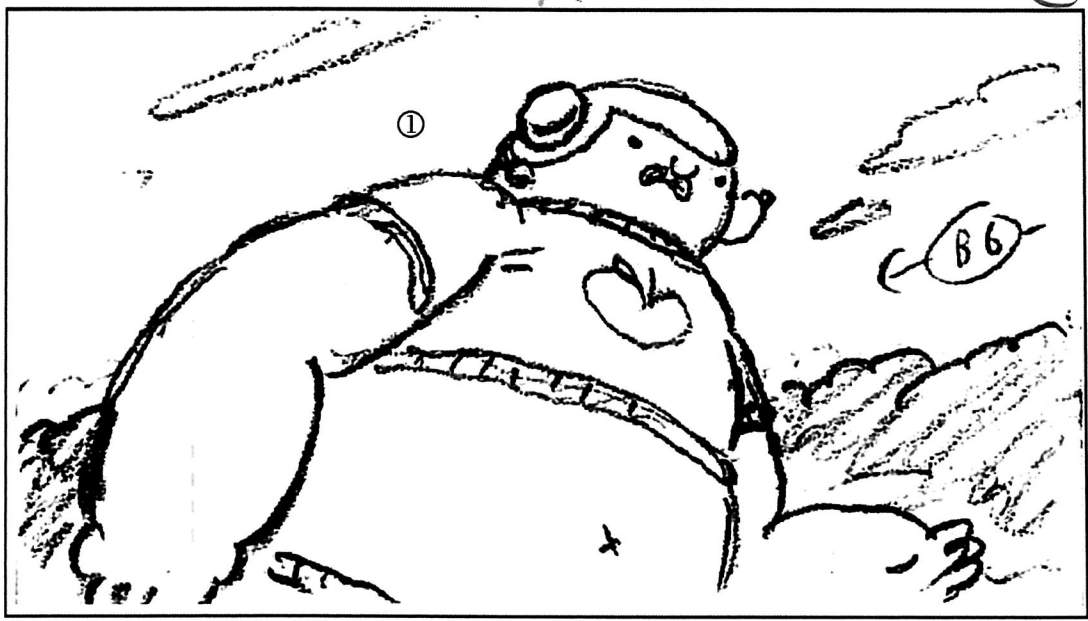
WIPE

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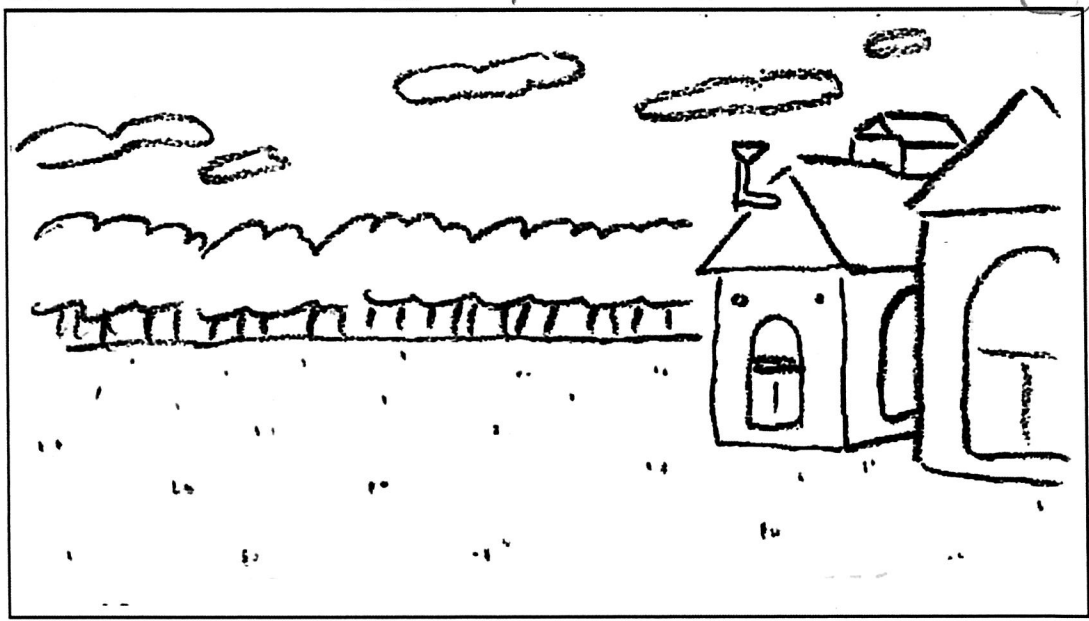
ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night



Sc. 151 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE # 1025-179
Production :

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ADVENTURE TIME



Page 186

Sc. 151

Pnl. B

Bg.

day night

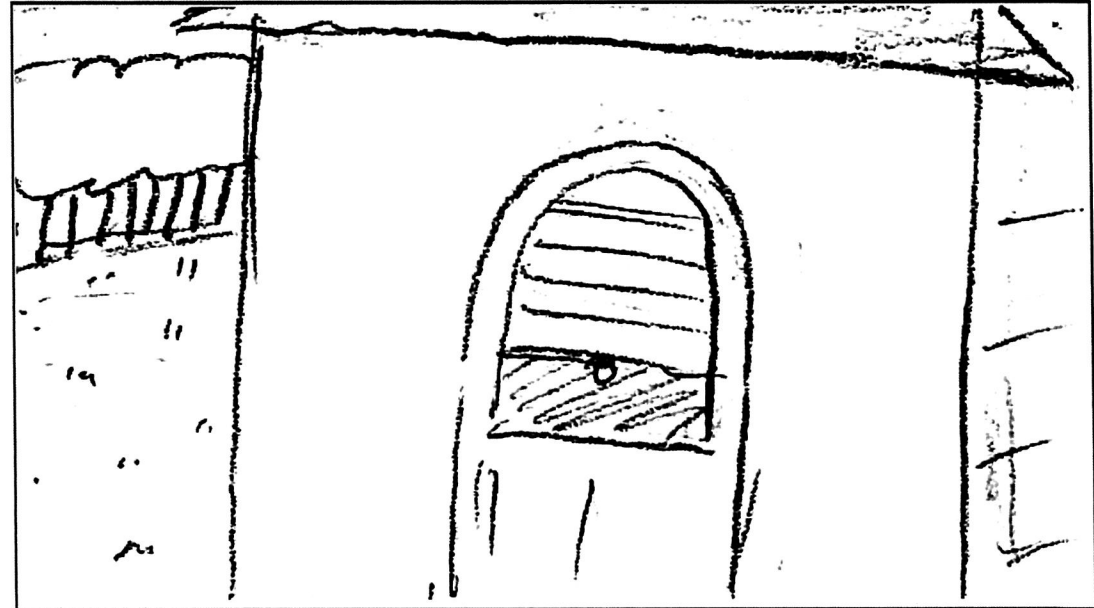


Sc. 152

Pnl. A

Bg.

day night



Dialog:

SP: MOM, DAD!

Action:

-SP RUNS ON/S.
HAT FALLS OFF

Timing:



EPISODE #

1025-179

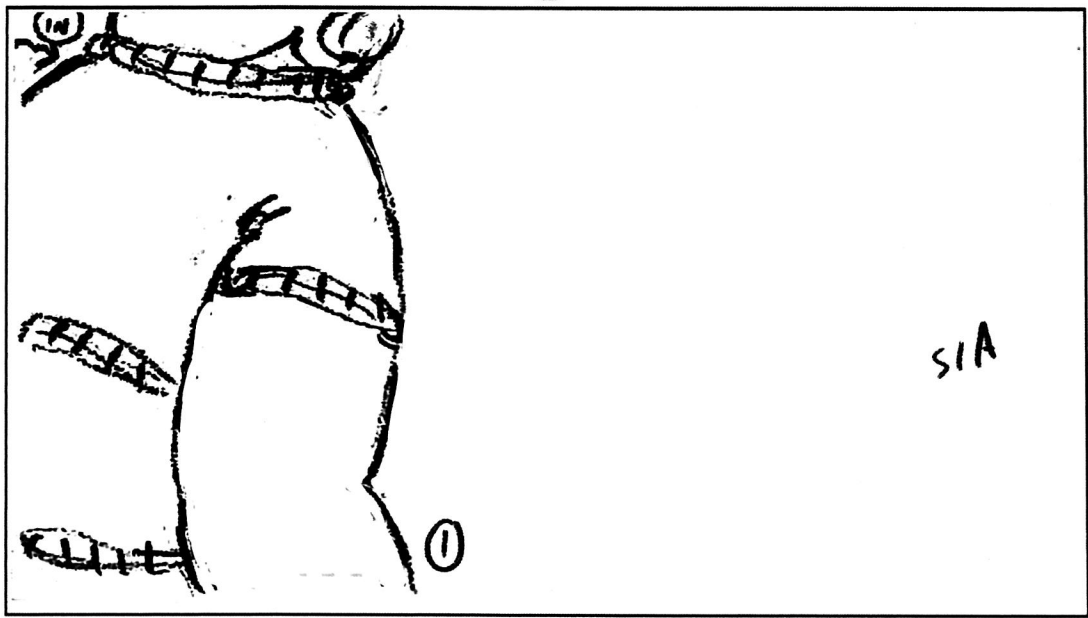
Production :

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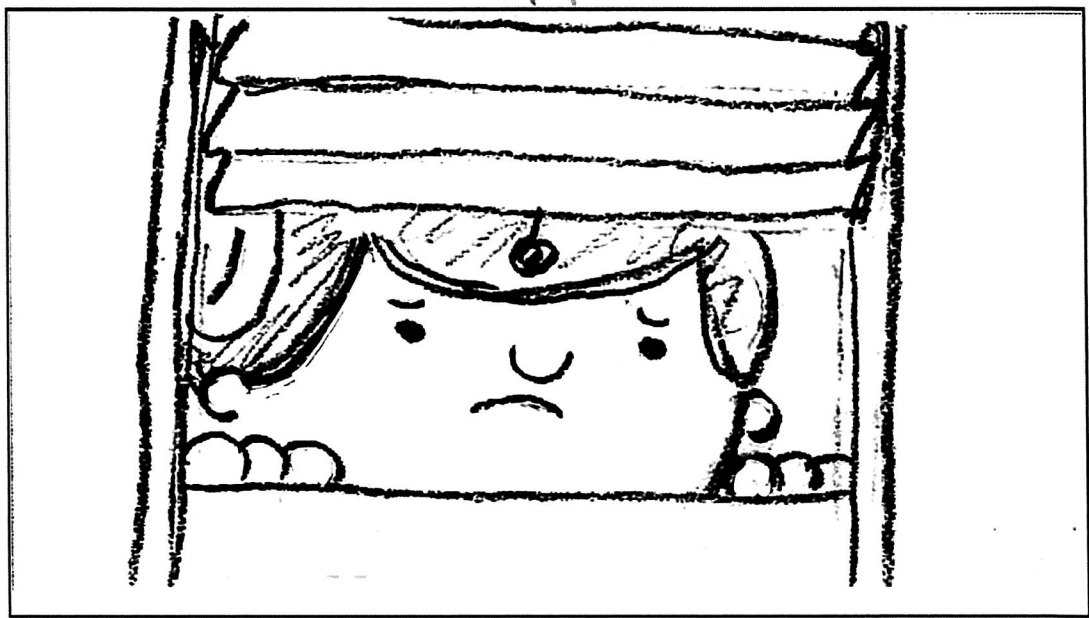
ADVENTURE TIME



Sc. 152 Pnl. B Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:

Action: - SP RUNS ON/S
PEERS THRU DOOR

Timing:



EPISODE # 1025-179
Production :

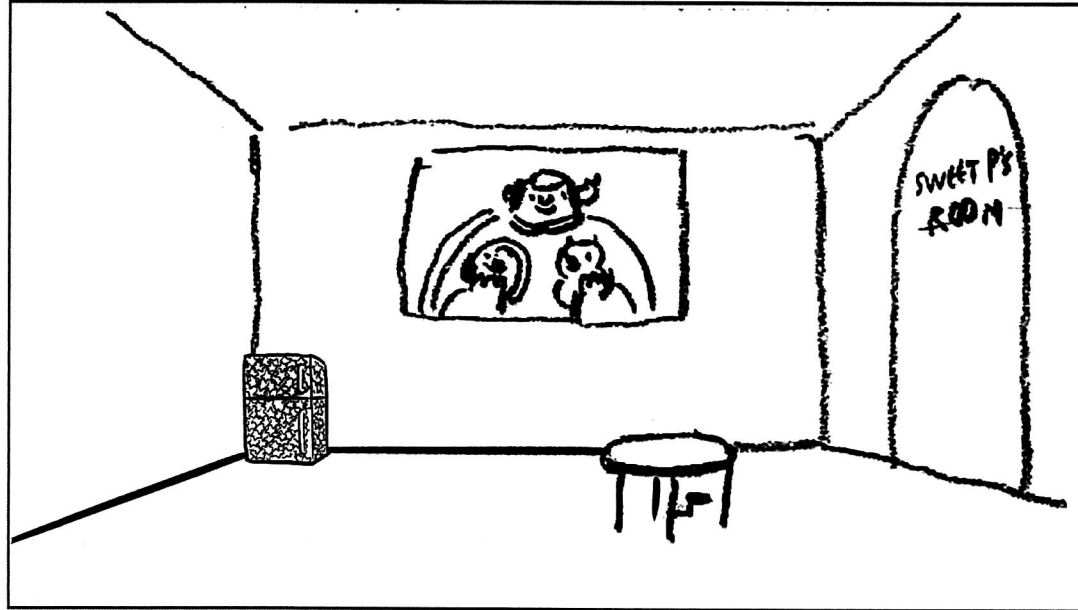
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ADVENTURE TIME

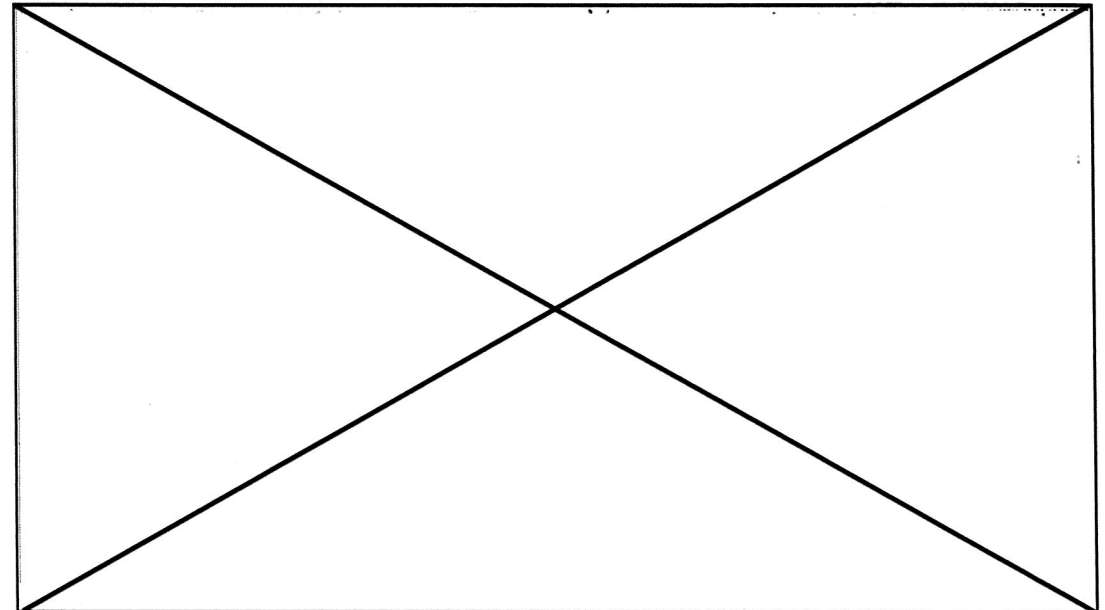


Page 188

Sc. 154 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

-DARKENED LIVING ROOM

Timing:

EPISODE #

1025-179

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 157 Pnl. A Bg. day night

Dialog:	KOO/ Hey kid!
Action:	- KOO + T. STAND IN FOREGROUND.
Timing:	

EPISODE # 1025-179

Production :

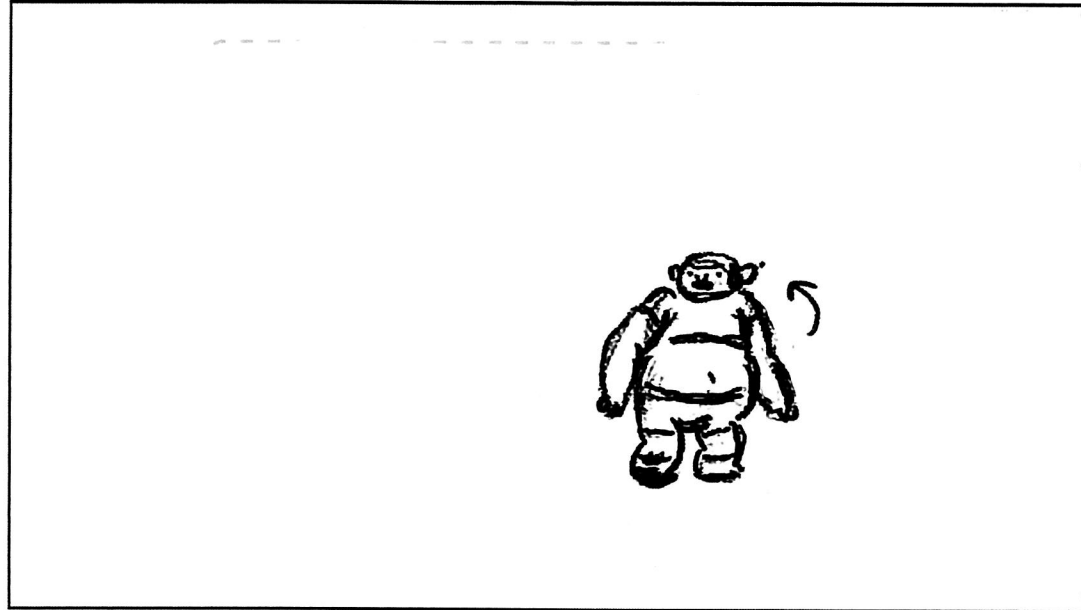
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ADVENTURE TIME



Page 199

Sc. 157 Pnl. B Bg. day night



Sc. 158 Pnl. A Bg. day night



Dialog:

K.O.O. : TORONTO AND I TALKED IT OVER
AND WE DECIDED WE'RE NOT
GOING TO →

Action:

- SP TURNS,

Timing:

1025-179

EPISODE #

Production :

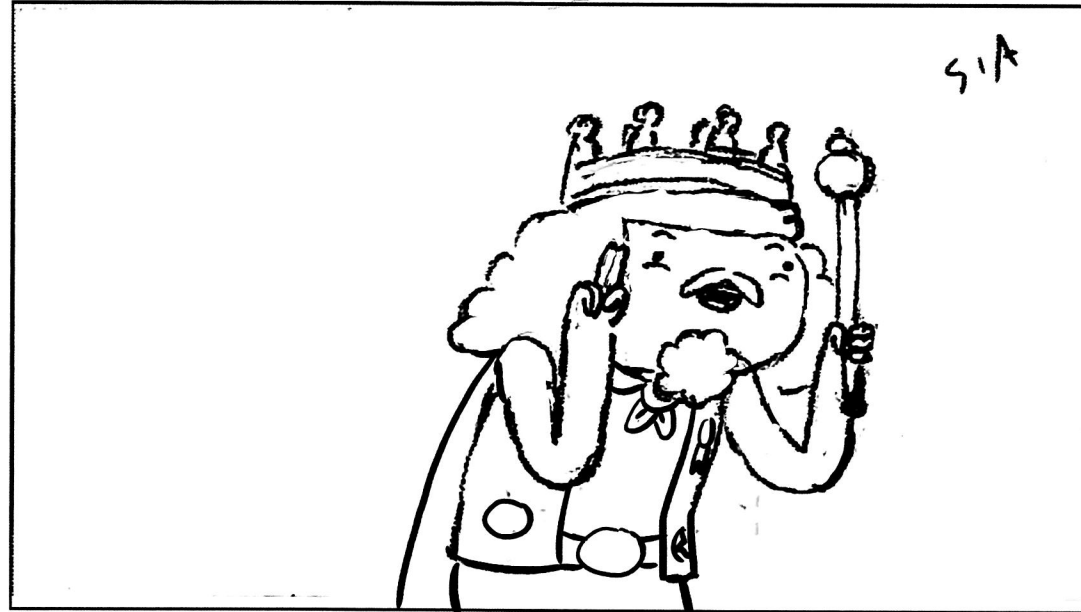
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ADVENTURE TIME



Page 191

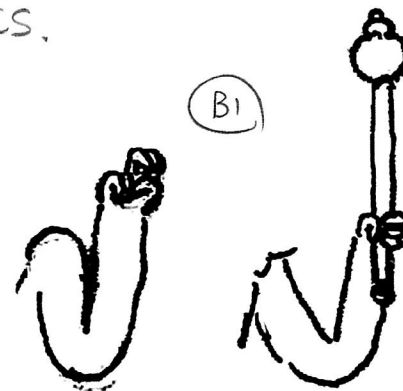
Sc. 158 Pnl. B Bg. day night



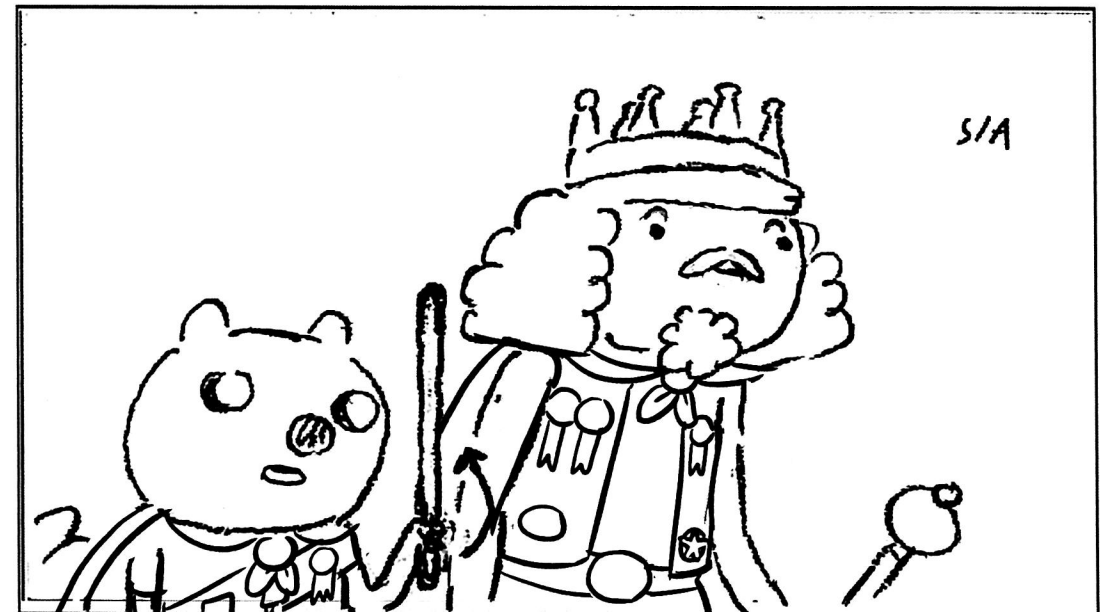
Dialog: KOO: "TAKE CARE" OF YOU ...

Action: -KOO MAKES AIR QUOTES.

Timing:

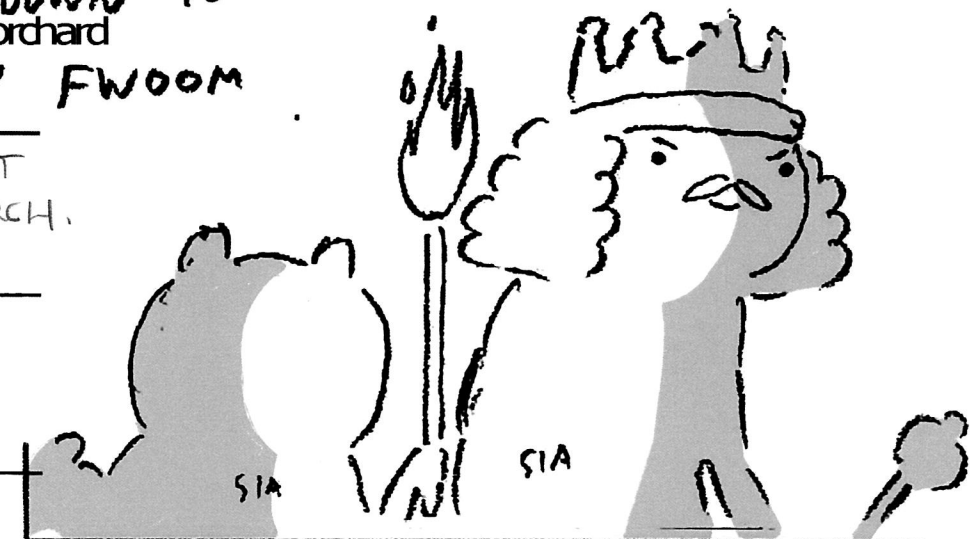


Sc. 158 Pnl. C Bg. day night



T: WE'RE GONNA
BURN DOWN YOUR
orchard
SEX: *CLICK* FWOOM

-T. PULLS OUT
ELECTRIC TORCH.



EPISODE # 1025-179

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ADVENTURE TIME



Page 192

Sc. 159 Pnl. A Bg. day night



Sc. 160 Pnl. A Bg. day night



Dialog:

SP: NO!

Action:

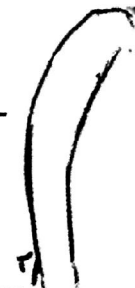
Timing:

AI



KOO: YUP, WE'RE
GONNA BURN
IT DOWN...

①



Production :

EPISODE #

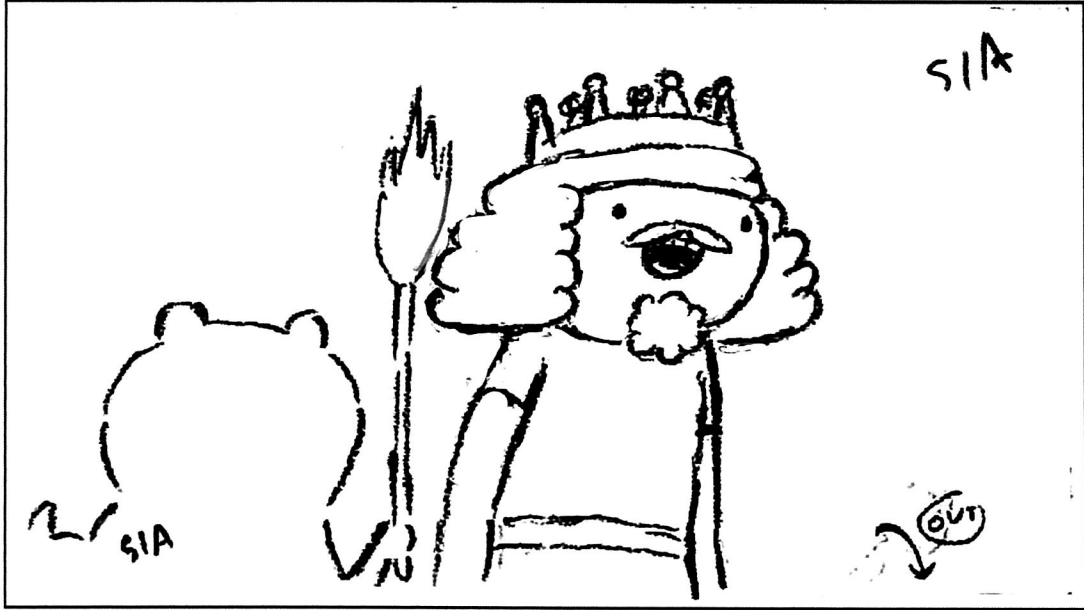
1025-179

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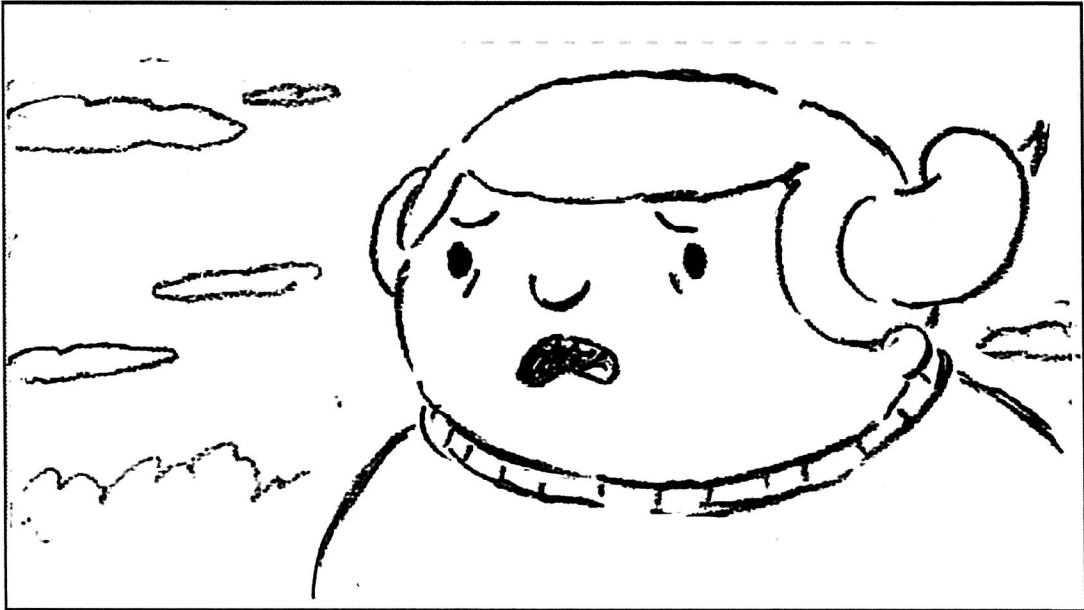
ADVENTURE TIME



Sc. 160 Pnl. B Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:
<p>KOO: UNLESS -</p> <p>SP: (SMALL) UNLESS?</p>
Action:
Timing:

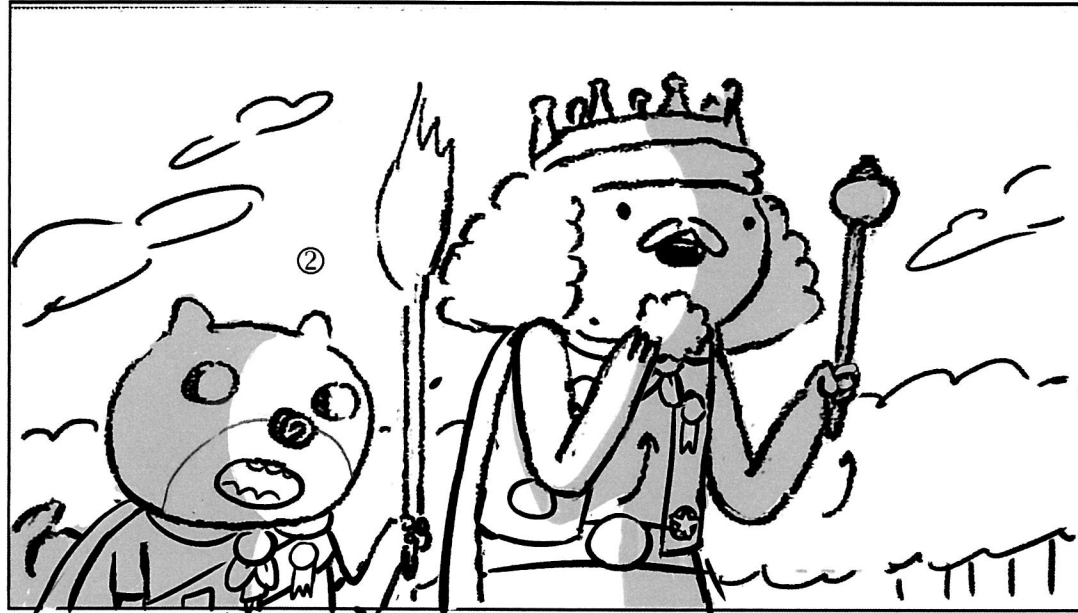
EPISODE # 1025-179
Production :

ADVENTURE TIME

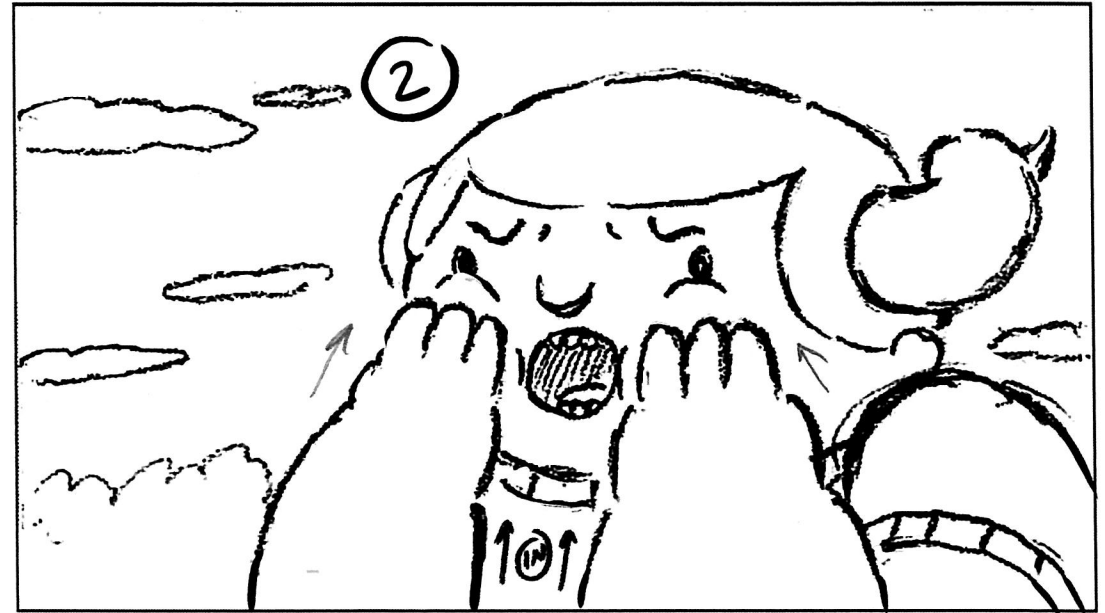


Page 194

Sc. 162 Pnl. A Bg. day night



Sc. 163 Pnl. A Bg. day night



Dialog: KOO/ You leave home and your loving parents,
and come dance for us forever.

T: FOREVER!

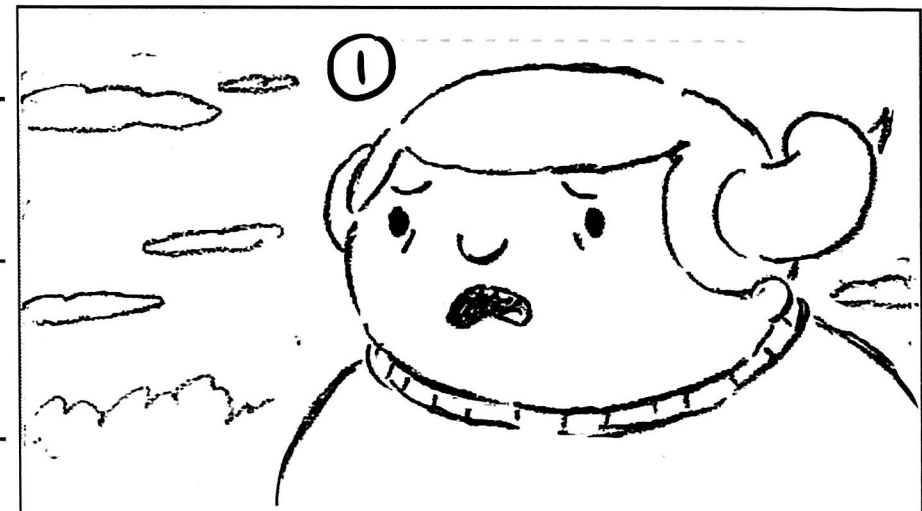
SP: NOOOOOO!

Action:

Timing:



- S.P. presses
face



EPISODE # 1025-179

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ADVENTURE TIME



Sc.

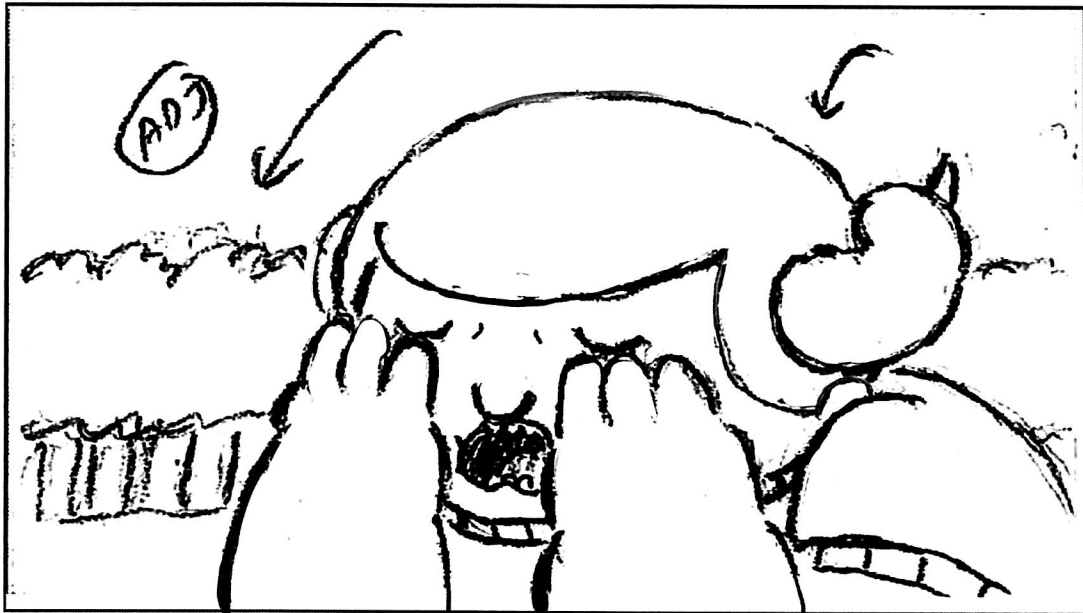
163

Pnl.

B

Bg.

day night



Sc.

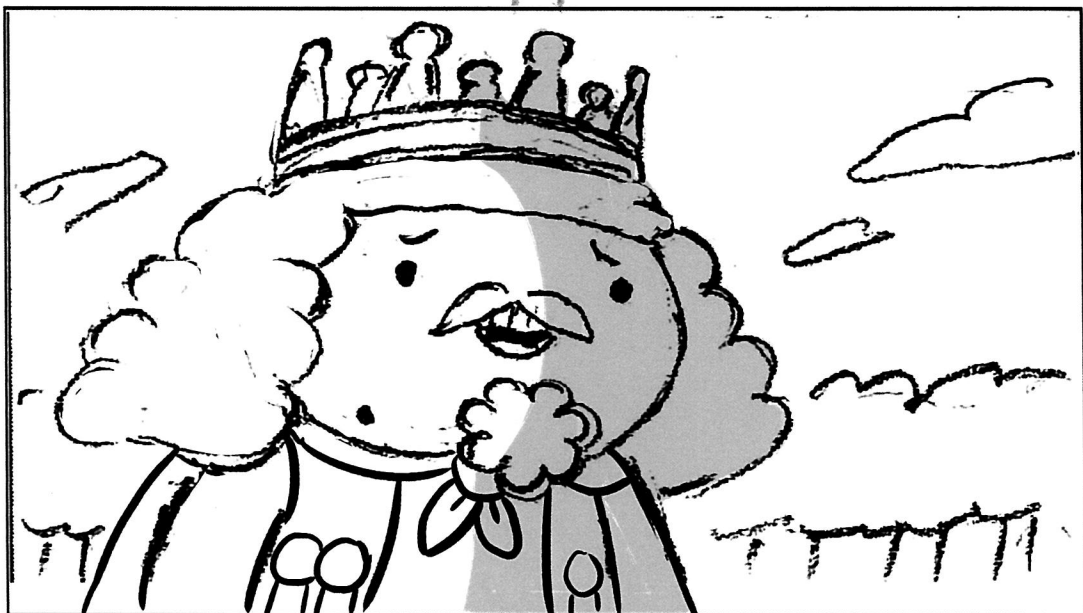
164

Pnl.

A

Bg.

day night



Dialog:

SP: NO NONONONONO

KOO: C'MON
SWEET P, THE
PEOPLE LOVE YOU.

Action:

- SP BURIES FACE IN HANDS

Timing:

EPISODE # 1025-179

Production :

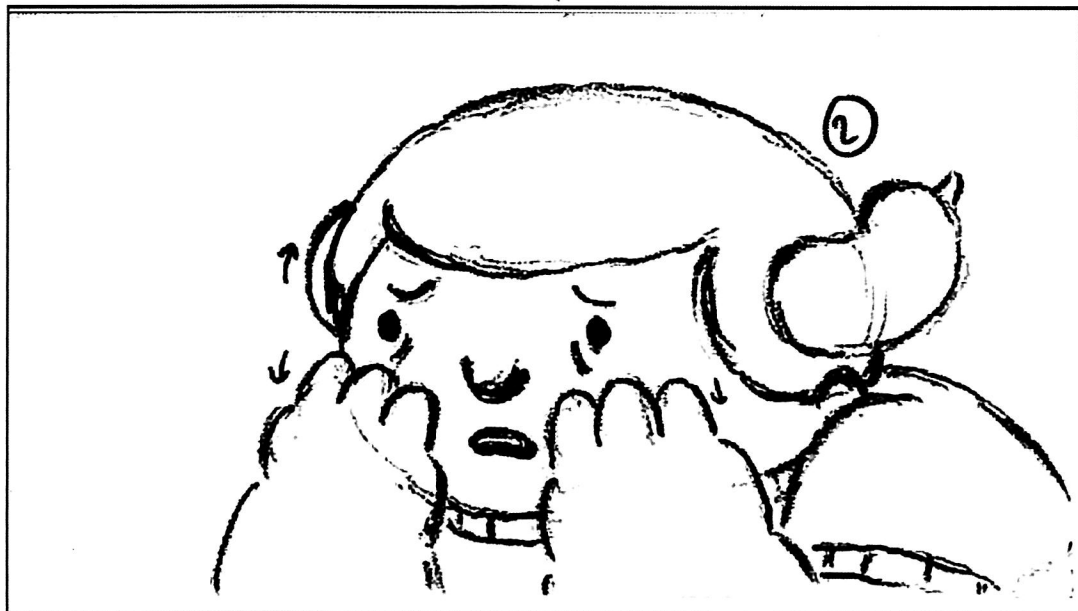
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ADVENTURE TIME



Page 196

Sc. 165 Pnl. A Bg. day night



Sc. 166 Pnl. A Bg. day night



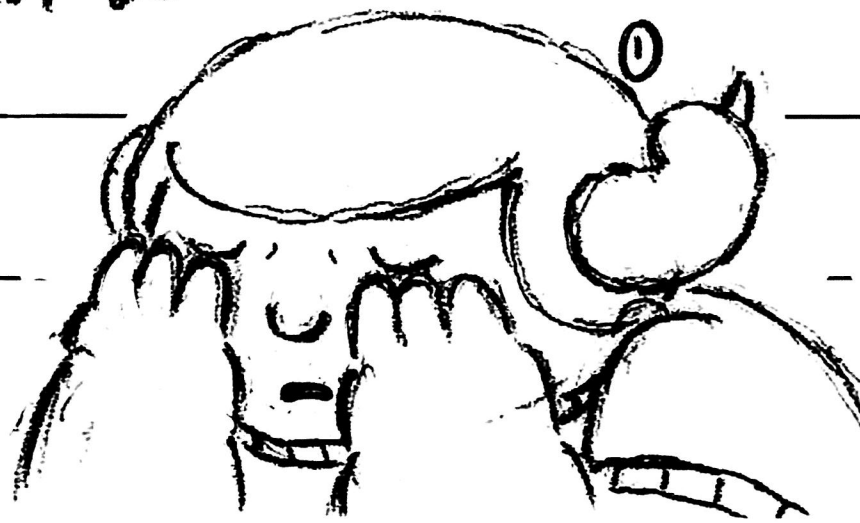
Dialog:

SP: THEY DO?

KOO: WELL, MOSTLY THEY
LOVE TO LAUGH AT YOU...

Action:

Timing:



1025-179

EPISODE #

Production :

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ADVENTURE TIME



Sc. 166 Pnl. B Bg. day night



Sc. 166 Pnl. C Bg. day night



Dialog:	KOU: I MEAN LOOK AT YOURSELF!	KOU: YOU'RE A... A...
Action:		
Timing:		

EPISODE # 1025-179
Production :

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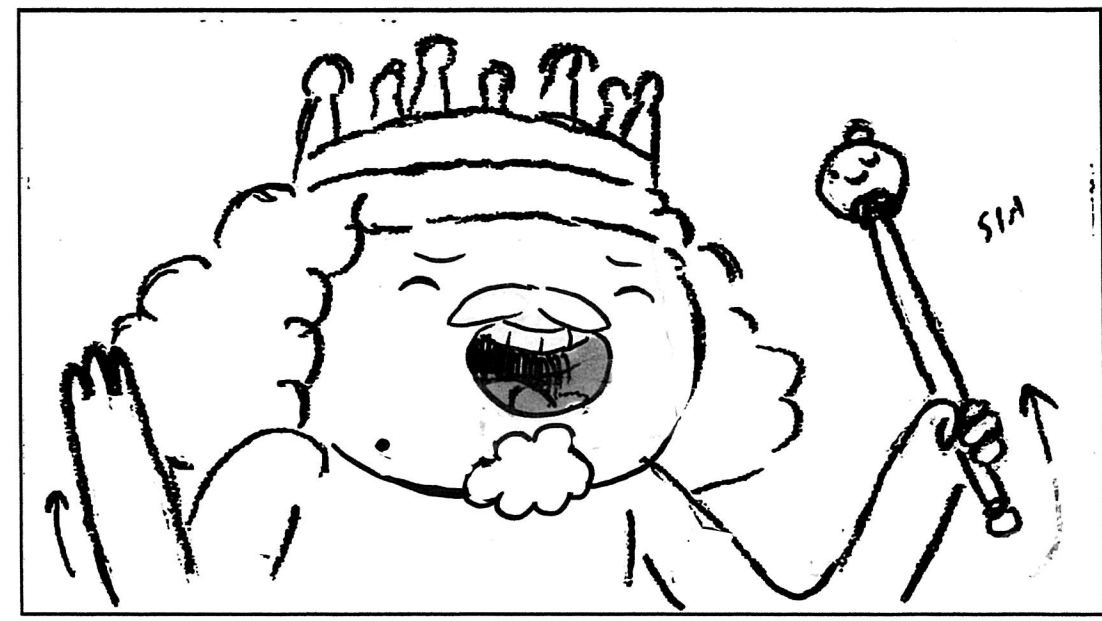
ADVENTURE TIME



Sc. 166 Pnl. D Bg. day night



Sc. 166 Pnl. E Bg. day night



<p>Dialog:</p> <p><u>KOO</u>: A BIG WEIRD BABY-MAN</p>	<p><u>KOO</u>: HA-HA HA-HA HA</p>
<p>Action:</p>	<p>- KOO STARTS LAUGHING.</p>
<p>Timing:</p>	

EPISODE # 1025-179
Production :

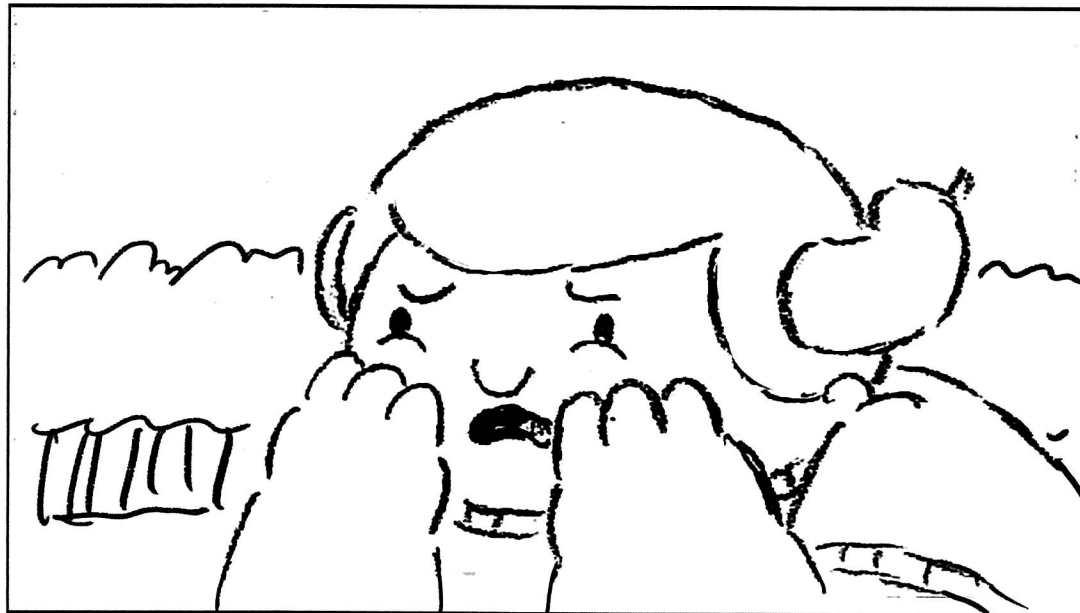
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ADVENTURE TIME



Page 198

Sc. 167 Pnl. A Bg. day night



Sc. 168 Pnl. A Bg. day night



Dialog:

KOO: (o/s) HAHAAHAAH-

T: (o/s) HAHAAH

KOO: HAHAAHAAH-

T: BABY MAN...

Action:

-T. WALKS FORWARD

Timing:



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ADVENTURE TIME



Page 199

Sc.

168

Pnl.

B

Bg.

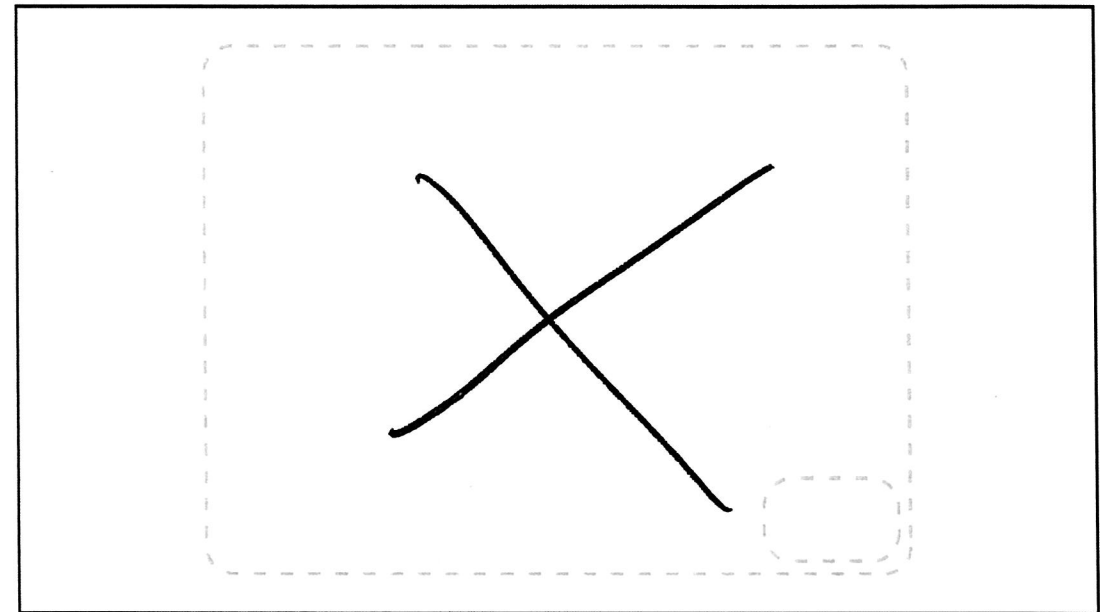
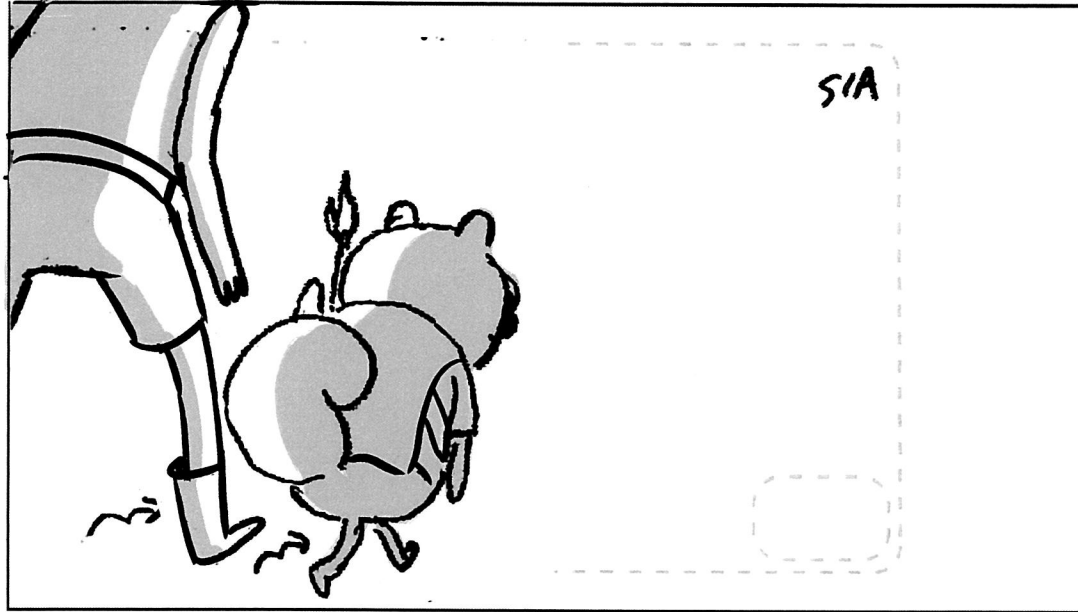
day night

Sc.

Pnl.

Bg.

day night



Dialog:

T + K.OO : BABY MAN ...

Action:

- KOO + TT WALK FORWARD.

Timing:

EPISODE # 1025-179

Production :

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ADVENTURE TIME



Page 200



Dialog:

T.K.O.O.: (CHANTING)
BABY-MAN -
BABY-MAN - BABY-MAN

Action:

- K.O.O + T. MARCH FORWARD THREATENINGLY

Timing:

EPISODE #
1025-179

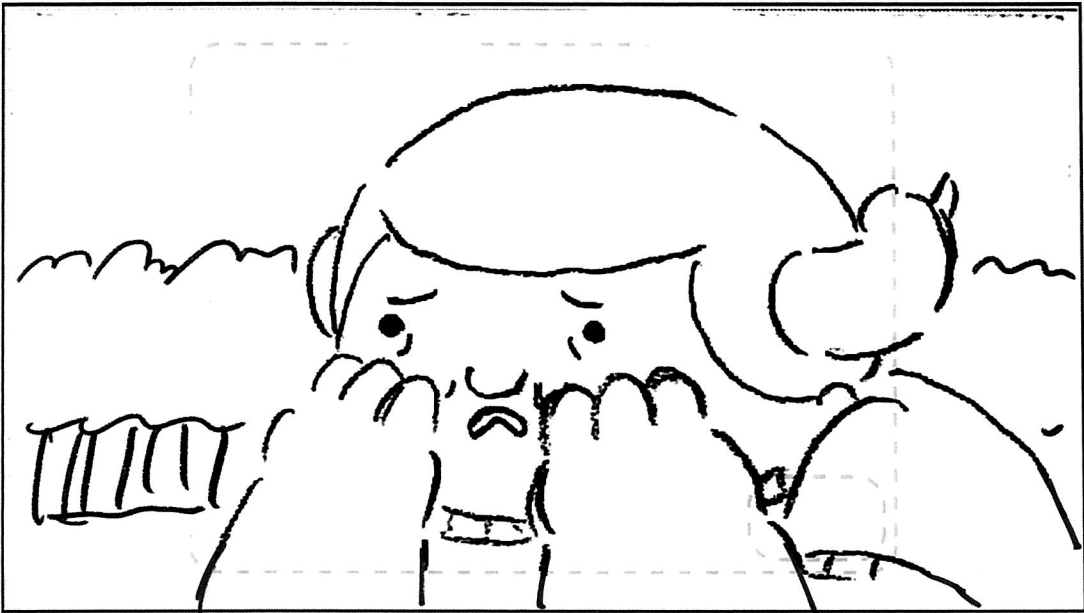
Production :

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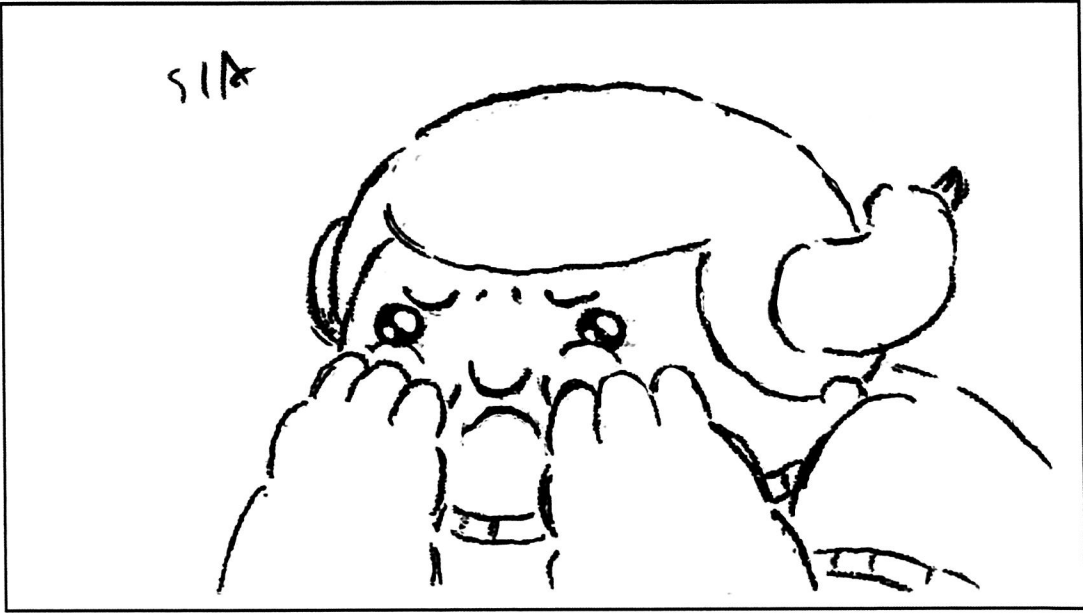
ADVENTURE TIME



Sc. 170 Pnl. A Bg. day night



Sc. 170 Pnl. B Bg. day night



Dialog:	<u>T+KOO:</u> ^(o/s) BABY MAN - BABY MAN - BABY - MAN ...
Action:	- S.P.'S EYES TREMBLE
Timing:	

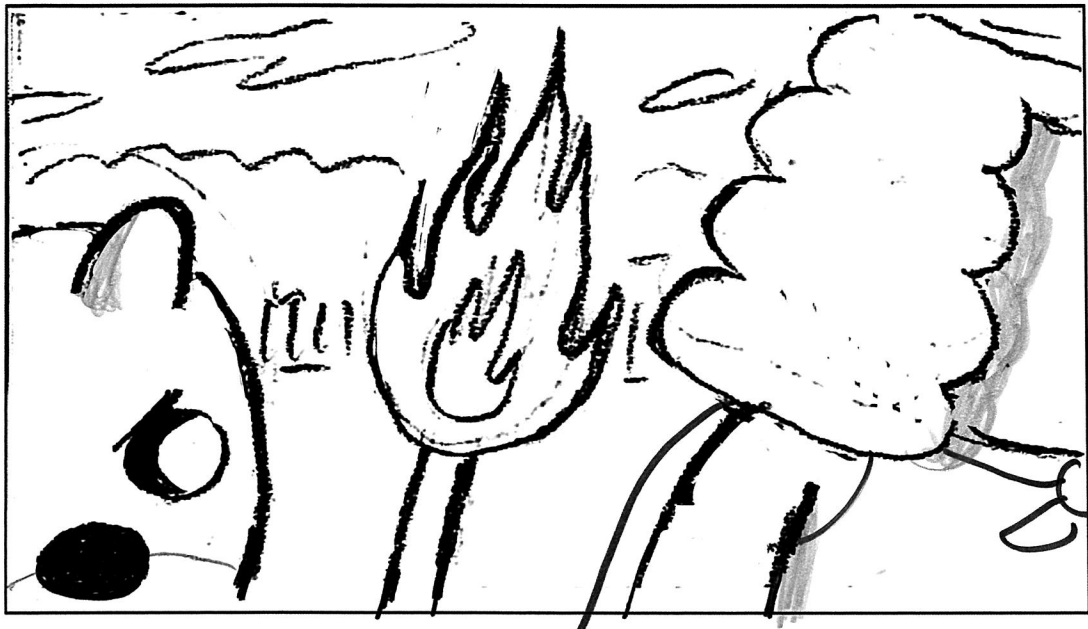
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ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. 172 Pnl. A Bg. day night

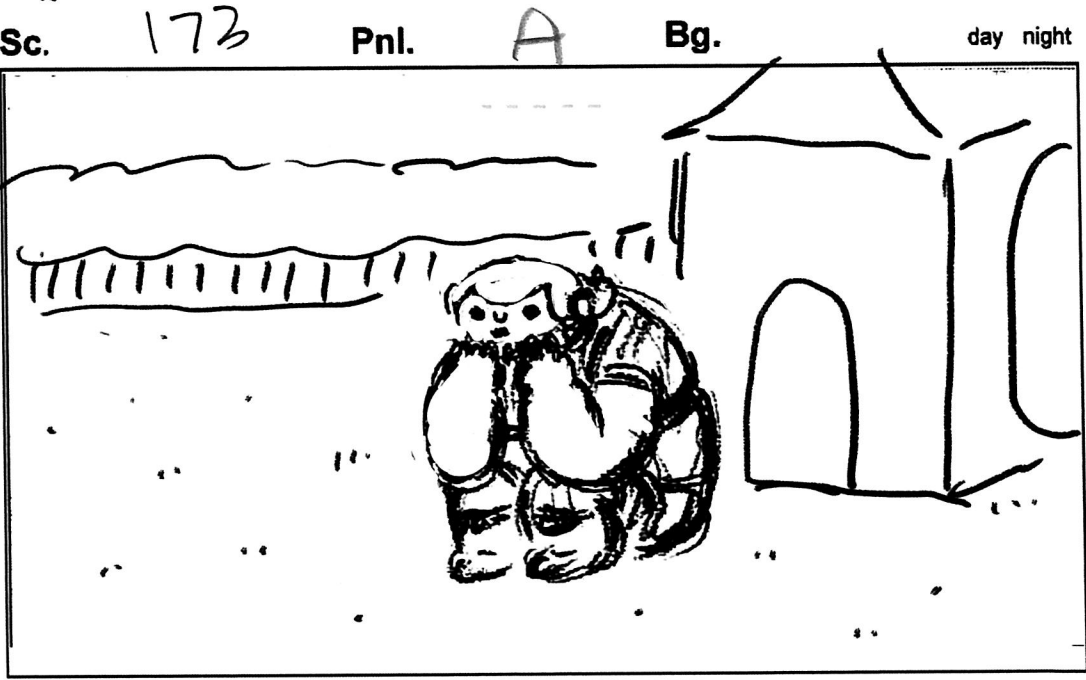
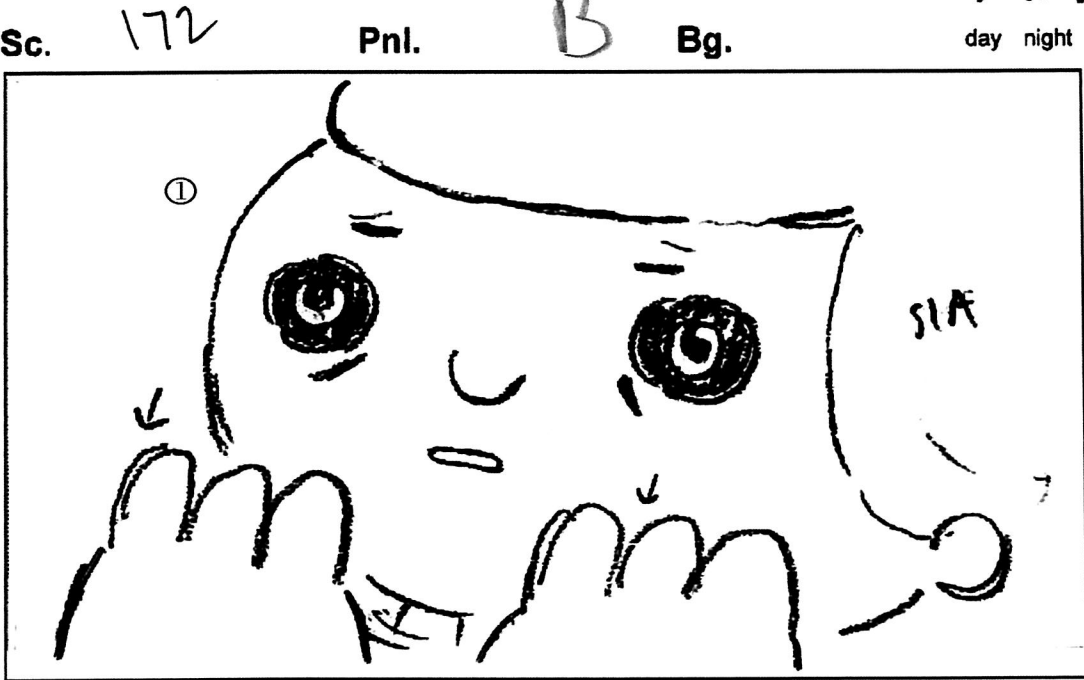


Dialog:	
T+KOO: BABYMAN...	BABY MAN ...
Action:	
- CU of TORCH.	- REFLECTION OF FLAME APPEARS IN SP'S EYES
Timing:	



EPISODE # 1025-179

ADVENTURE TIME



Dialog:

* VOICES FADG OUT * _____

Action: - FLAME TURNS GREEN AND INTO A SPIRAL

Timing: _____

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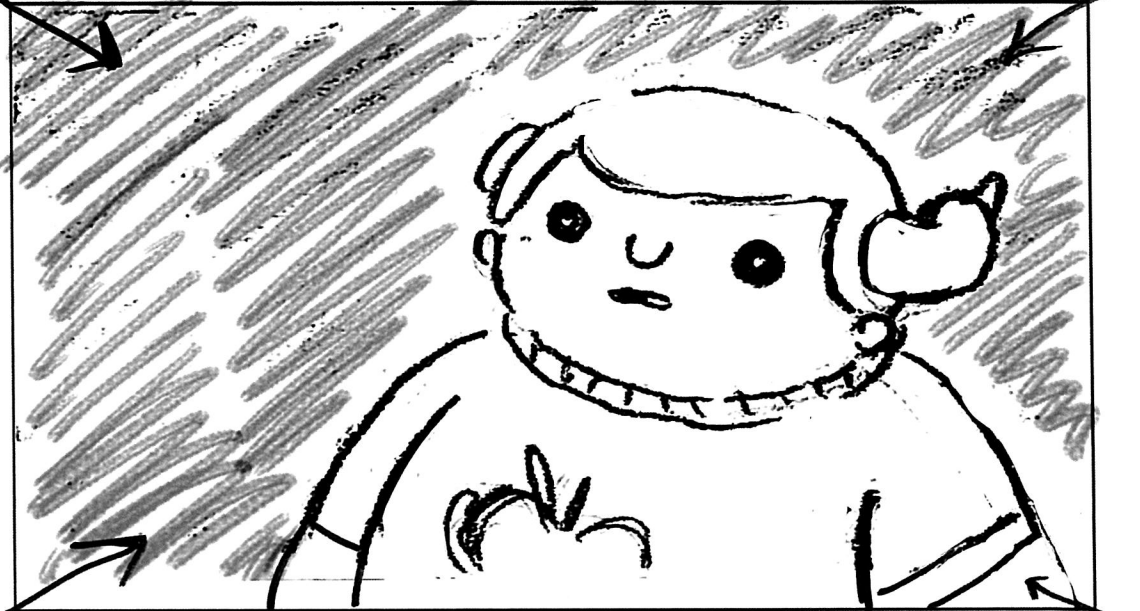
ADVENTURE TIME



Sc. 172 Pnl. B Bg. day night



Sc. 173 Pnl. C Bg. day night



Dialog:

SP/LICK: (CALM)
STOP...

Action: - SP FLOATS UP - BG TURNS BLACK
CREEPILY

- FAST TRUCK IN.

Timing:

1025-179

EPISODE #

Production :

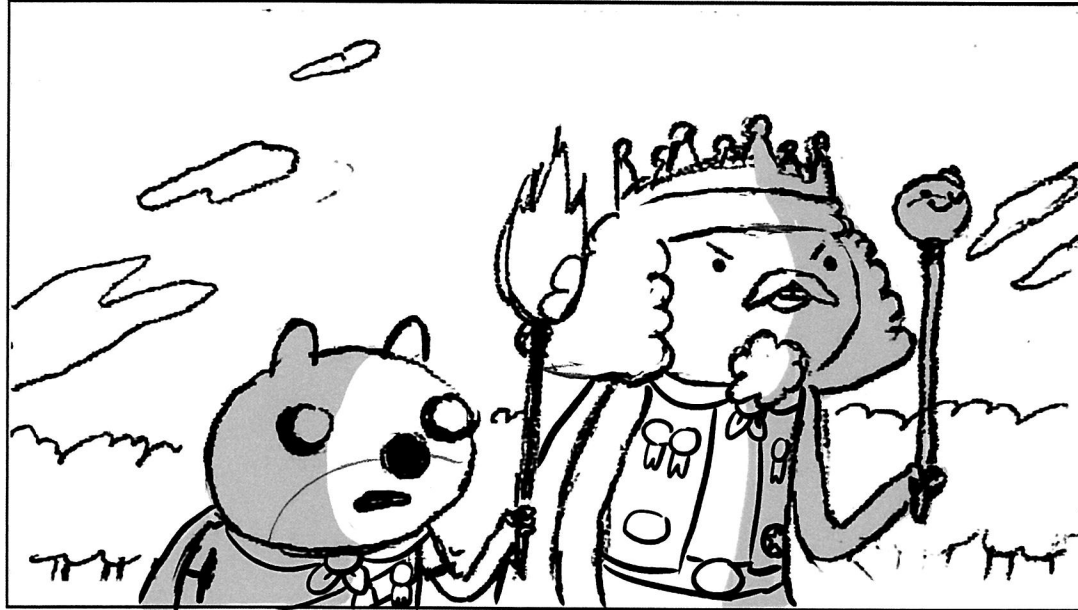
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ADVENTURE TIME

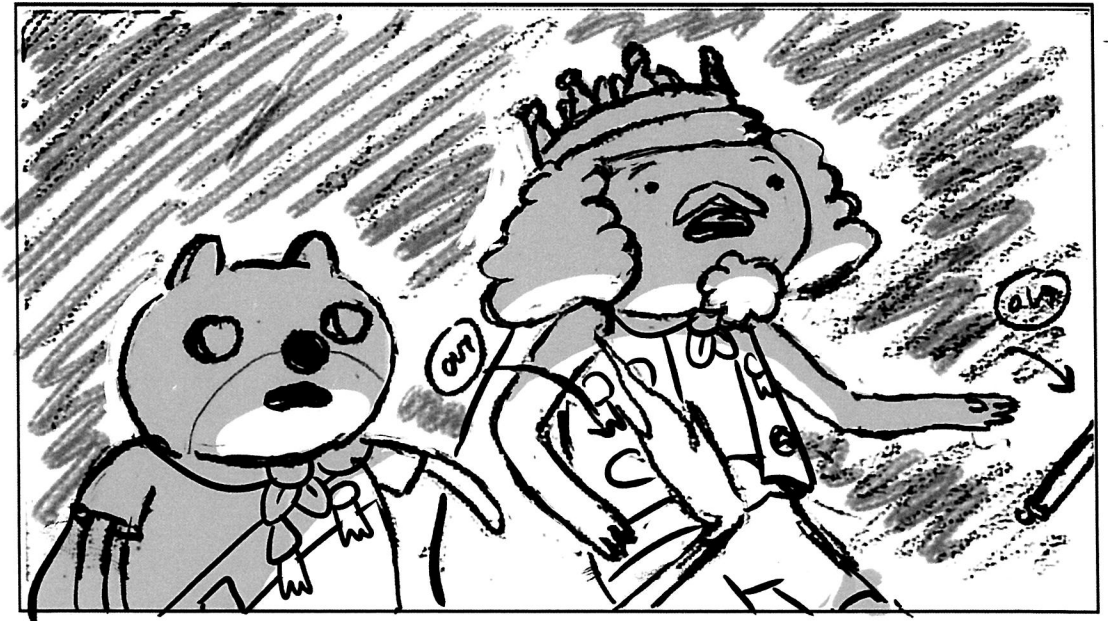


Page 205

Sc. 174 Pnl. A Bg. day night



Sc. 174 Pnl. B Bg. day night



Dialog:

K.O.O. + T: UHHH!!

Action:

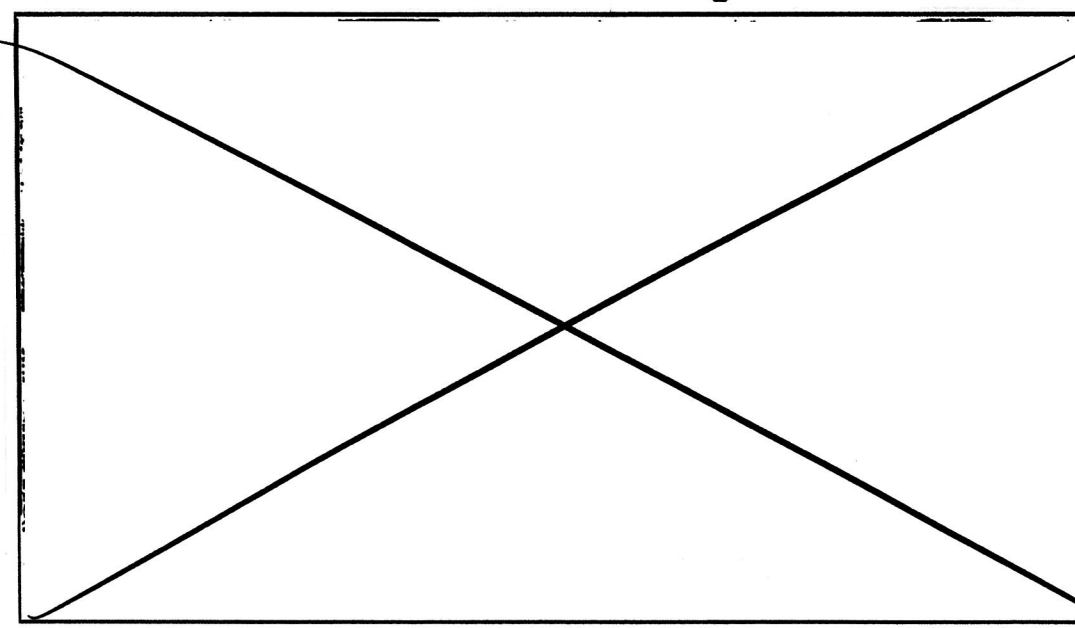
- BG TURNS BLACK
- T DROPS TORCH
- KOO DROPS SCEPTER

Timing:

EPISODE #
1025-179

Production :

day night



KOO: SWEET P? ...

Timing:

EPISODE

Production:

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ADVENTURE TIME

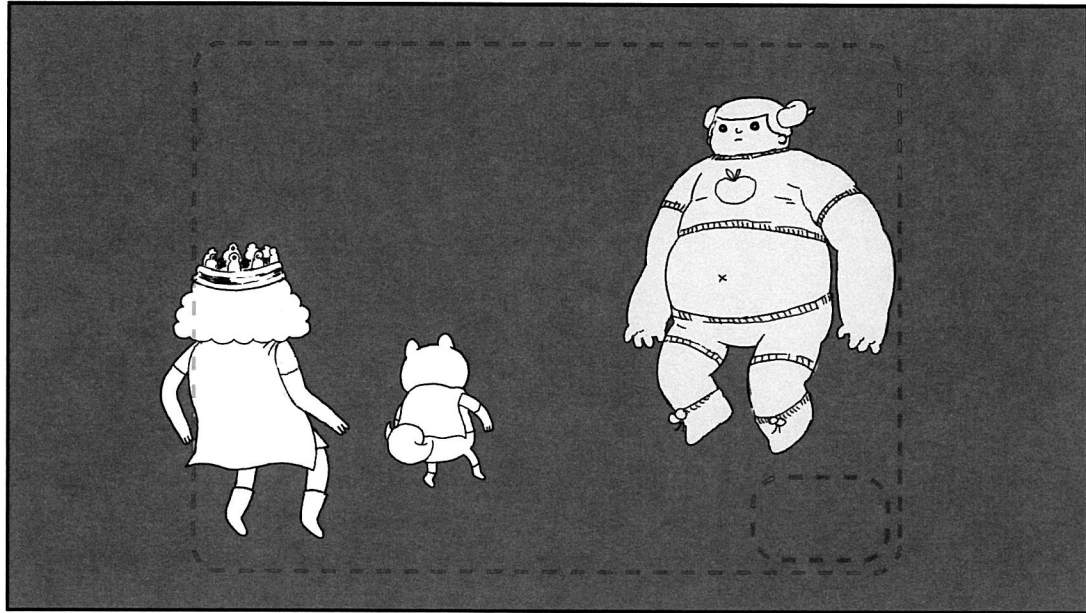


Sc. 175

Pnl. A

Bg.

day night

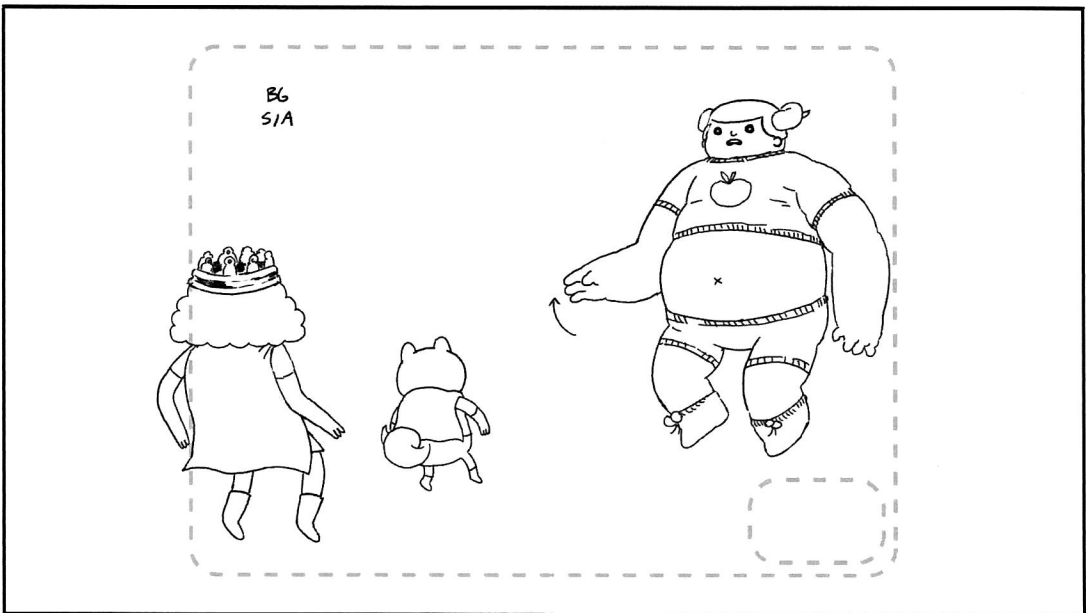


Sc. 175

Pnl. B

Bg.

day night



Dialog:

L/SP/ I HAVE LEARNED MUCH FROM YOU...

L/SP/ (SLOW) THANK YOU... MY TEACHERS...

Action:

BLACK BG

Timing:

EPISODE #

Production :

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ADVENTURE TIME

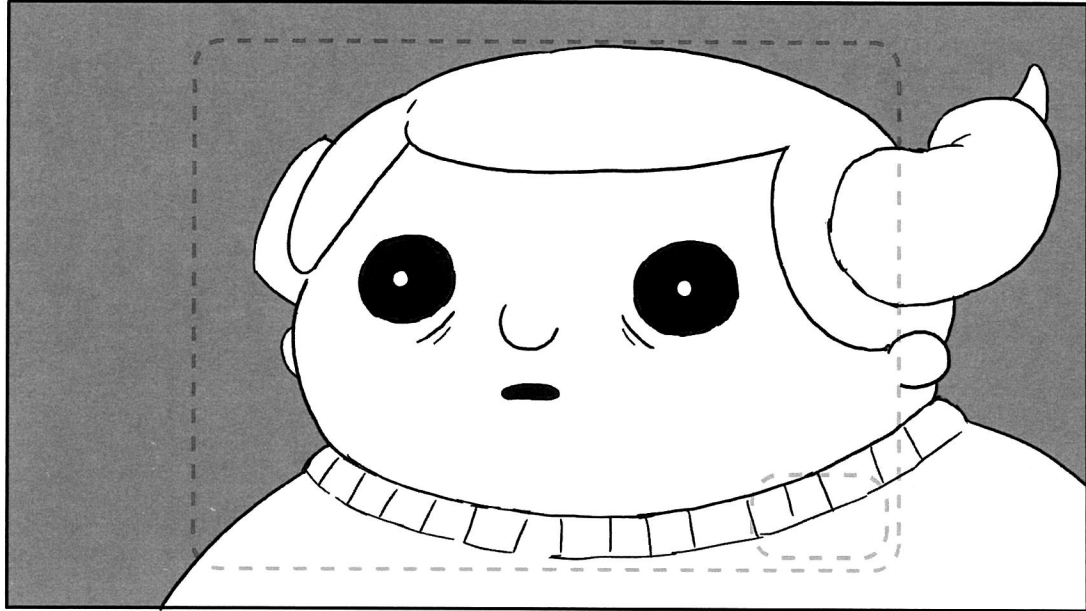


Sc. 176

Pnl. A

Bg.

day night

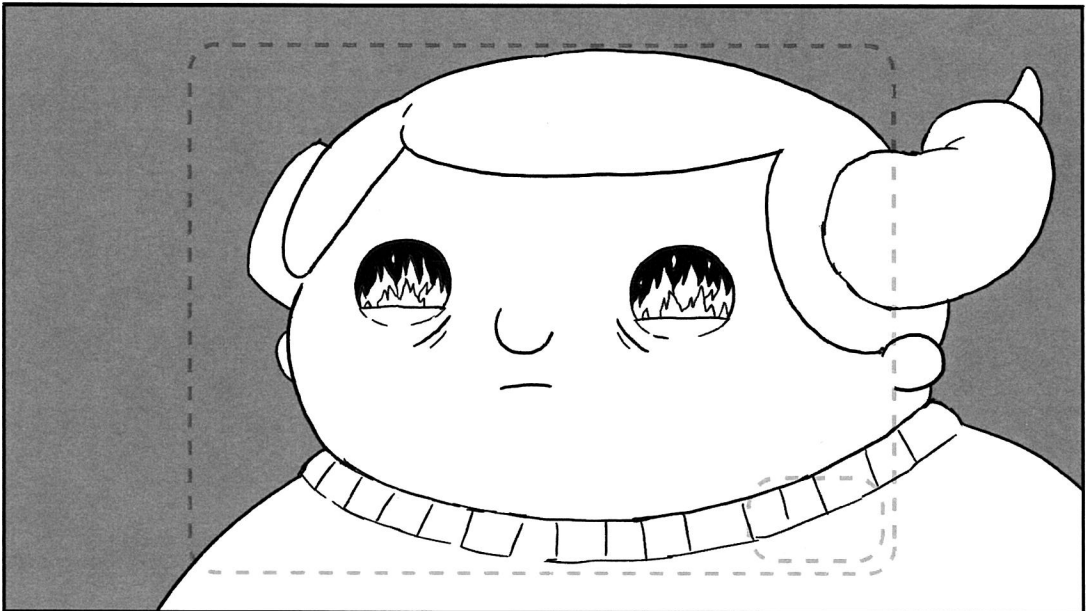


Sc. 176

Pnl. B

Bg.

day night



Dialog:	
L/SP/ AND NOW FOR YOUR EDUCATION...	SFX/ FWOOSH
Action:	
BLACK BG SP WITH LICH EYES	FIERY LANDSCAPE APPEARS IN SP'S EYES
Timing:	

EPISODE #

Production :

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ADVENTURE TIME

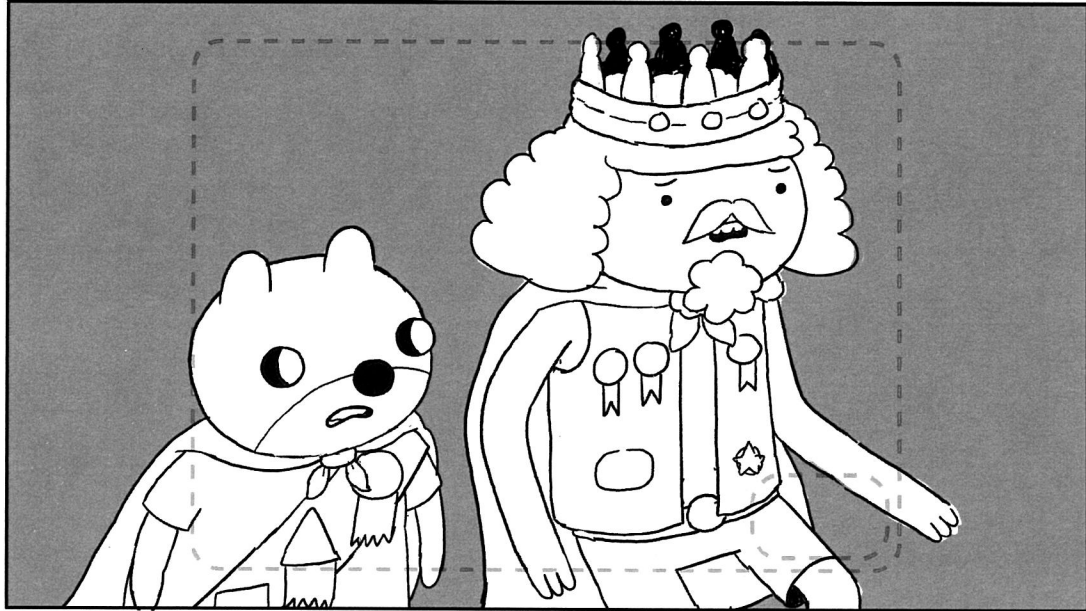


Sc. 177

Pnl. A

Bg.

day night



Sc. 177

Pnl. B

Bg.

day night



Dialog:

SFX / *RUMBLING*

LICH/(O/S) BEFORE THERE WAS TIME ...

Action:

FIERY BG APPEARS

Timing:

EPISODE #

Production :

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ADVENTURE TIME

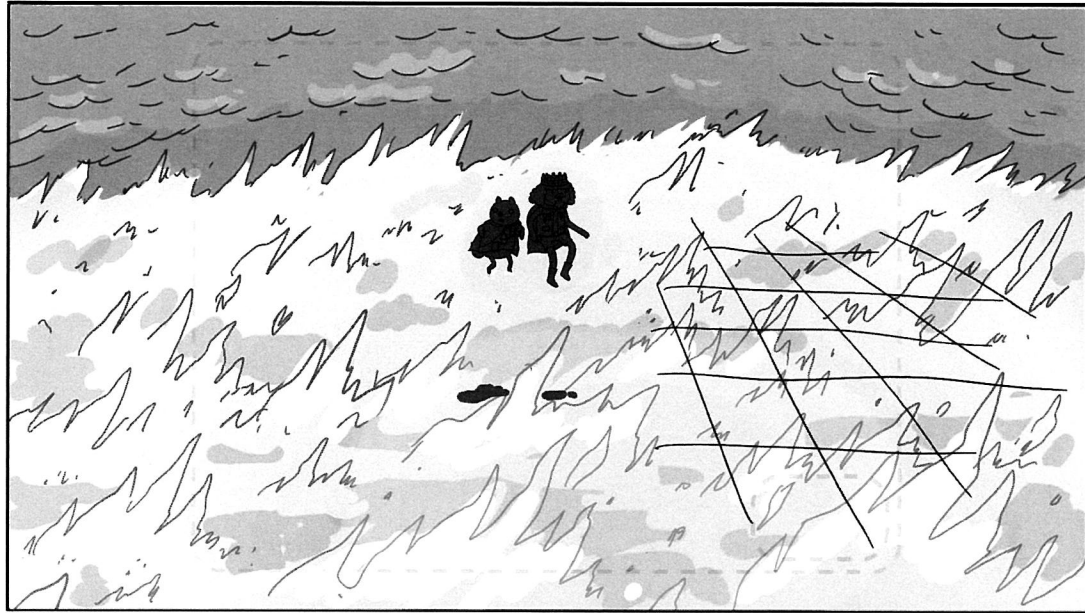


Sc. 178

Pnl. A

Bg.

day night

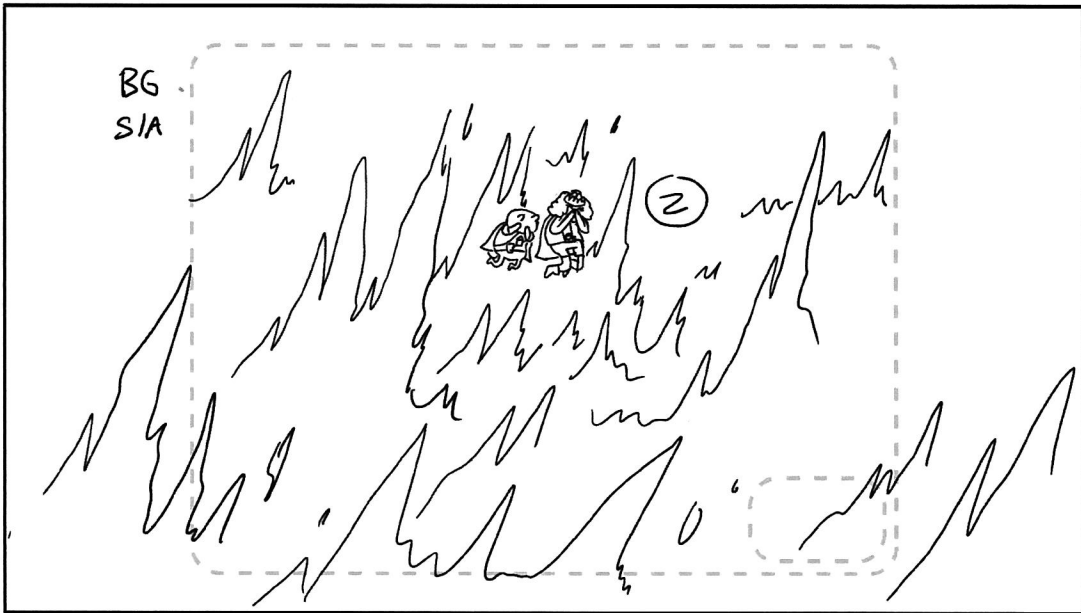


Sc. 178

Pnl. B

Bg.

day night



Dialog:

L/ (O/S) BEFORE THERE WAS ANYTHING ...

L/ (O/S) THERE WAS NOTHING
SFX/ FWOOSH!

Action:

T & KOO FLOAT ABOVE GREEN FIRE



FLAMES FLARE UP



Timing:



EPISODE #

Production :

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ADVENTURE TIME

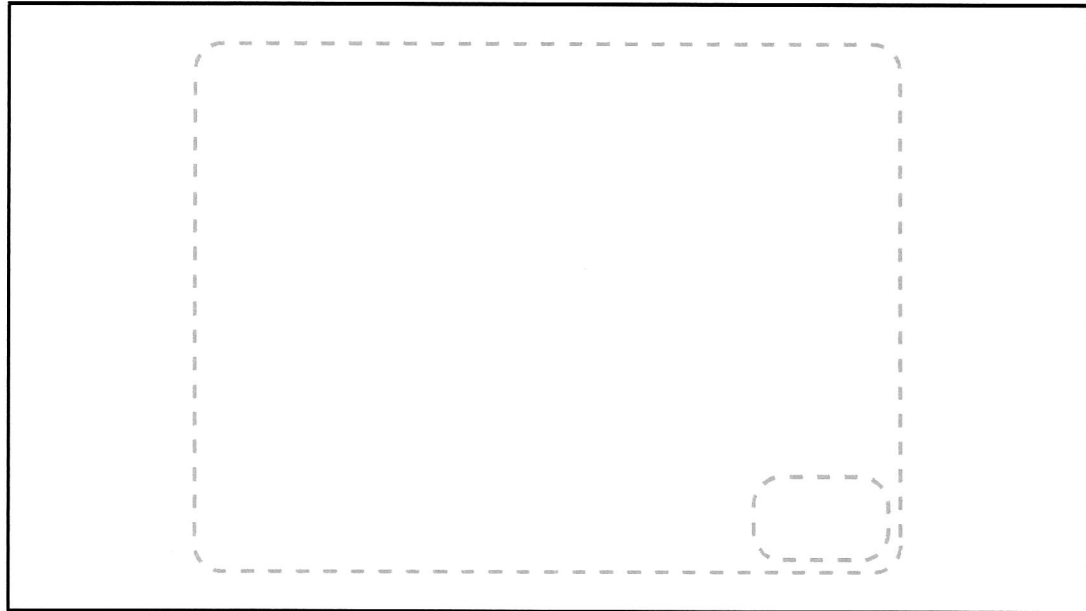


Sc. 178

Pnl. C

Bg.

day night

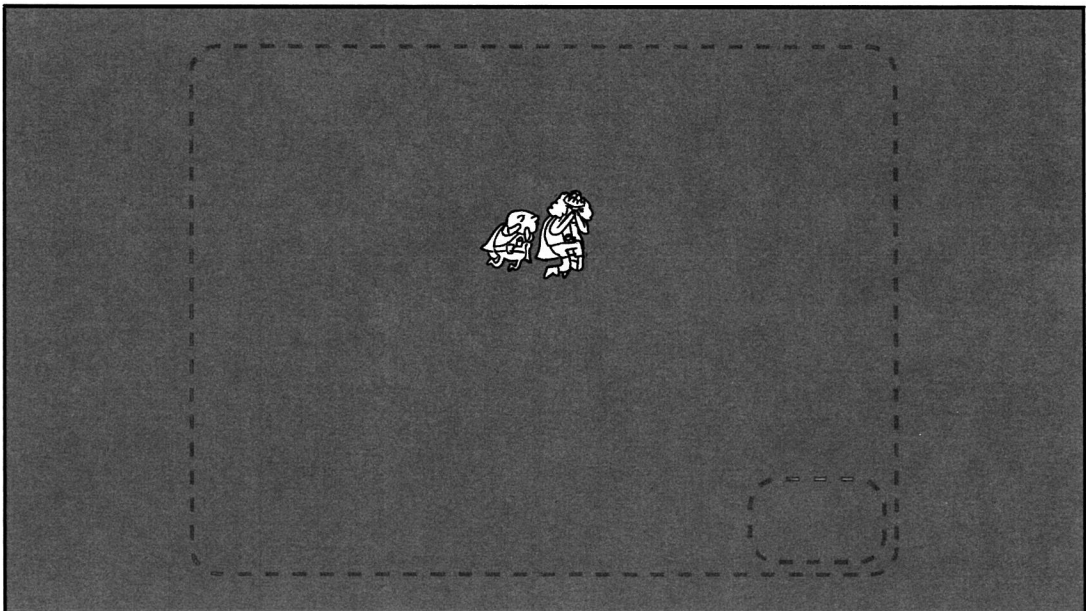


Sc. 179

Pnl. D

Bg.

day night



Dialog:

Action:

WHITE OUT

FADE BACK IN, BLACK BG, T & KOO FLOATING IN VOID

Timing:

EPISODE #

Production :

ADVENTURE TIME



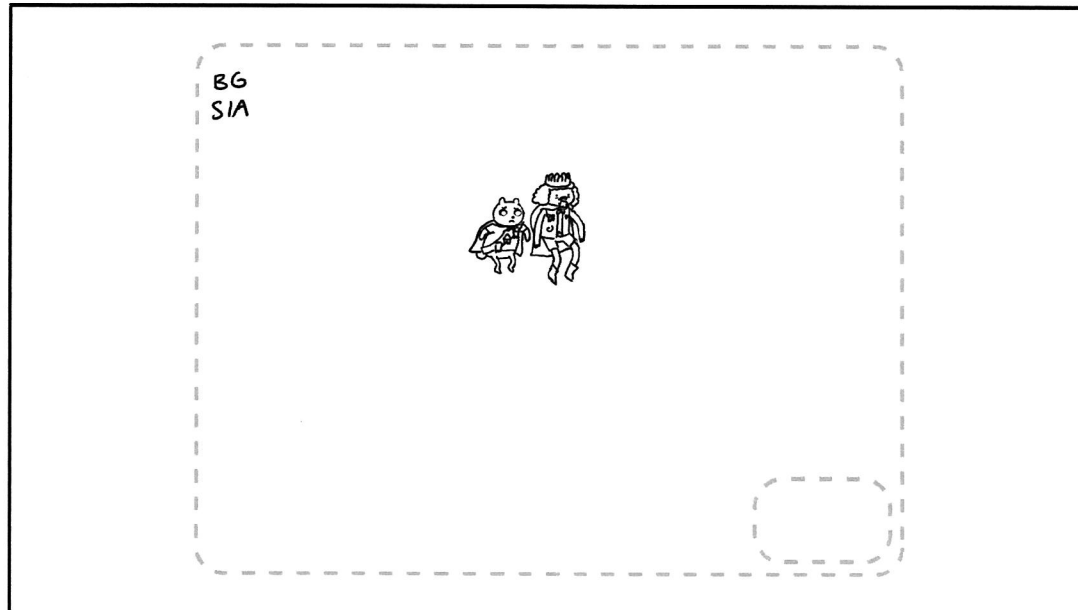
Page 211

Sc. 178

Pnl. E

Bg.

day night

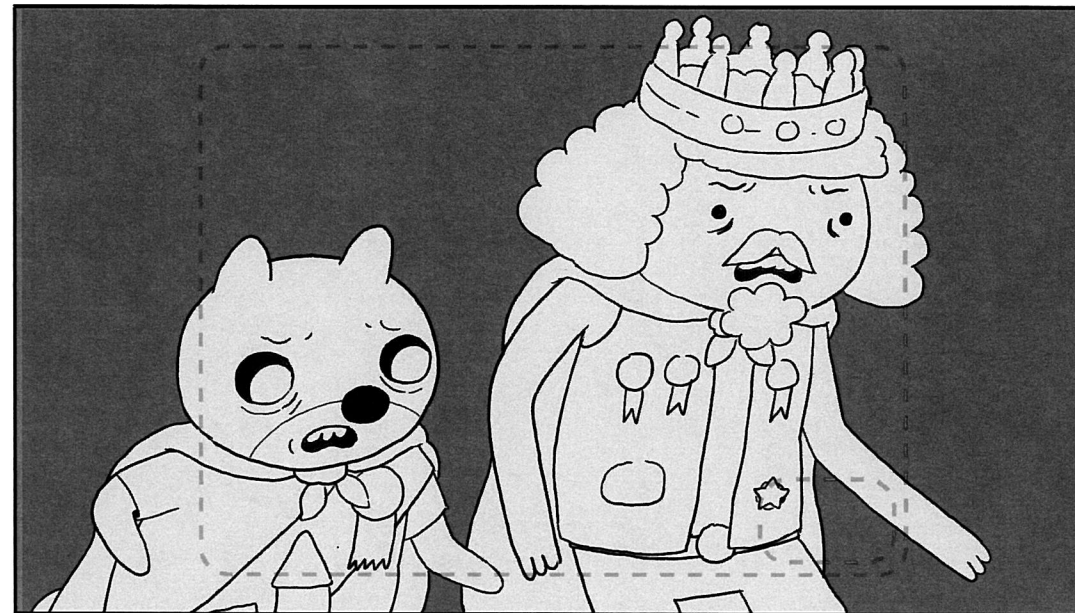


Sc. 179

Pnl. A

Bg.

day night



Dialog:

L / (O/S) AND BEFORE THERE WAS NOTHING — THERE WERE ...

L / (O/S) MONSTERS

Action:

T & KOO LOOK DOWN, TREMBLING

Timing:

EPISODE #

Production :

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ADVENTURE TIME

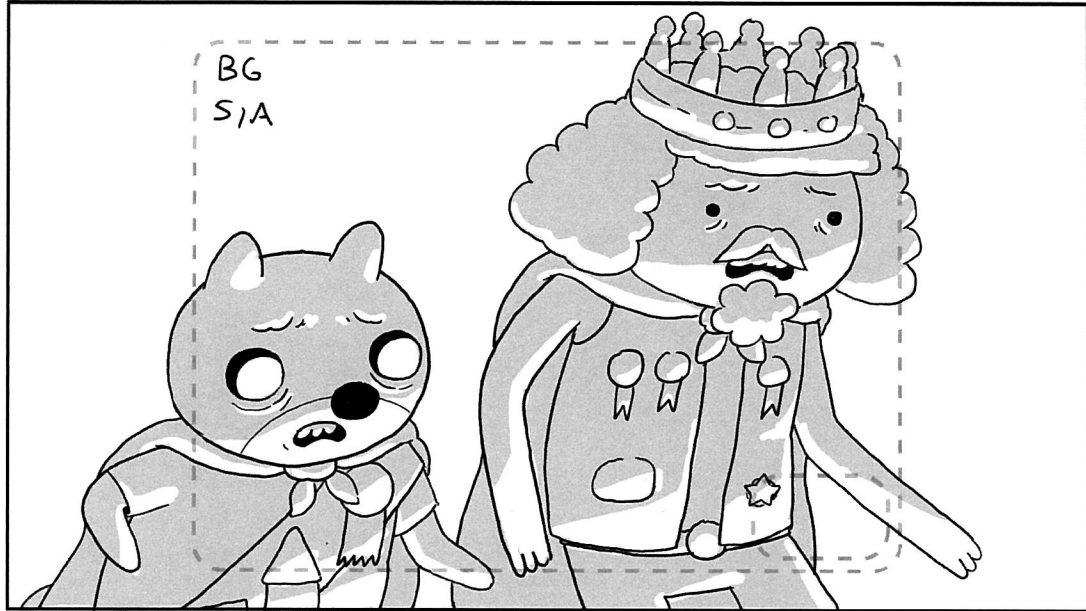


Sc. 179

Pnl. A

Bg.

day night



Sc. 180

Pnl. A

Bg.

day night



Dialog:

MONSTERS/ * ROARING *

Action:

RIMS

KOO & T FLOATING ABOVE MONSTER-SEA OF GOLD

Timing:

EPISODE #

Production :

ADVENTURE TIME

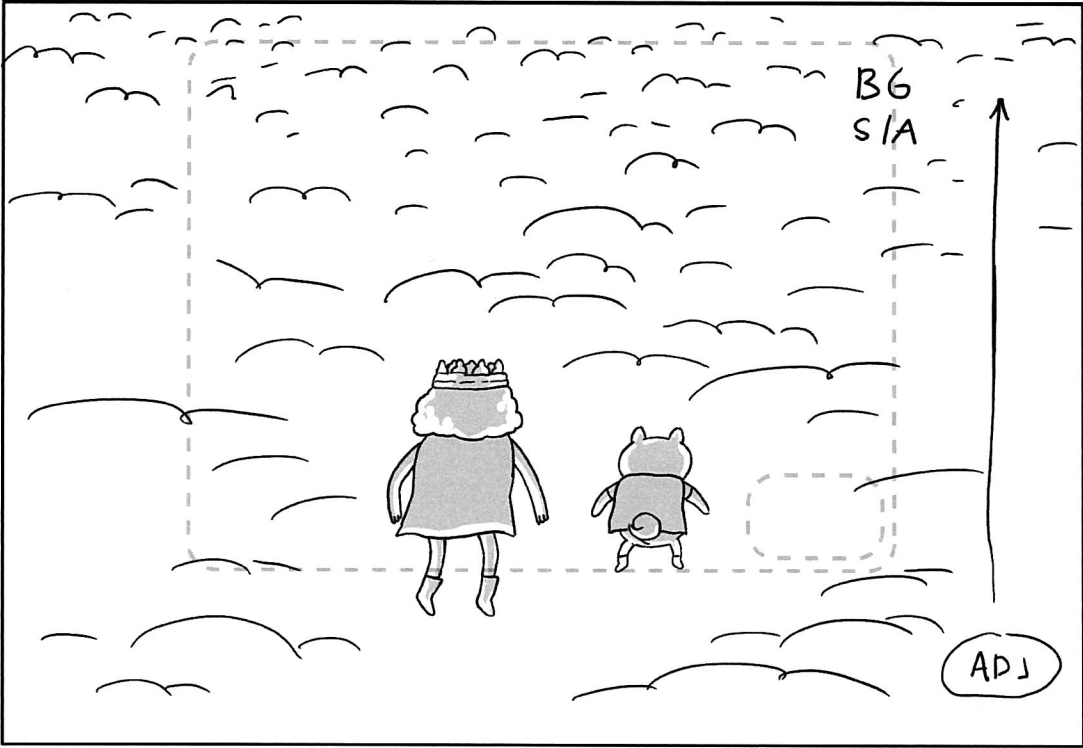


Sc. 180

Pnl. B

Bg.

day night

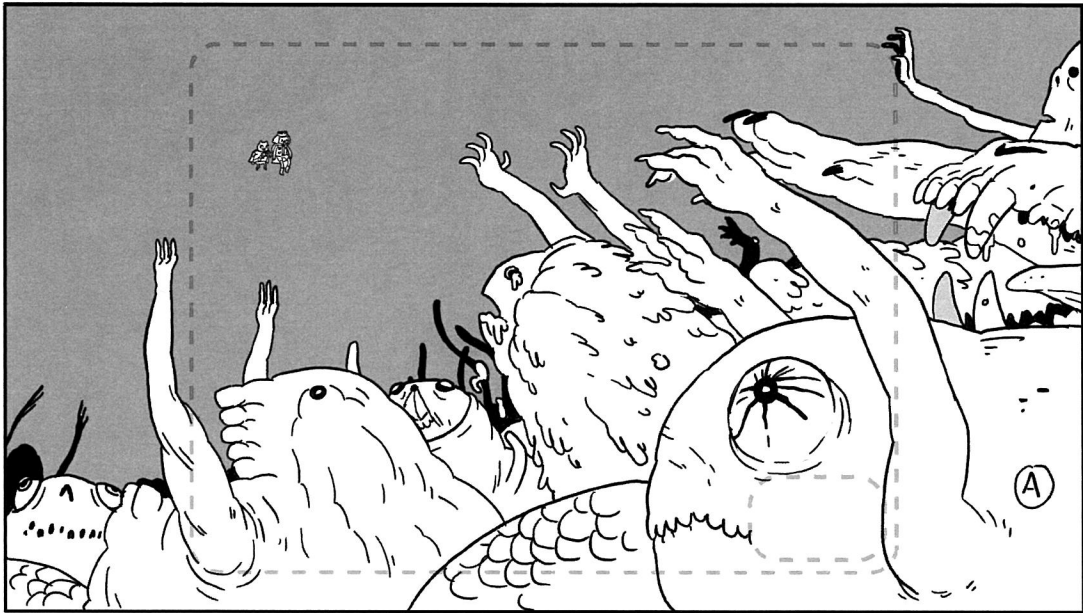


Sc. 181

Pnl. A

Bg.

day night



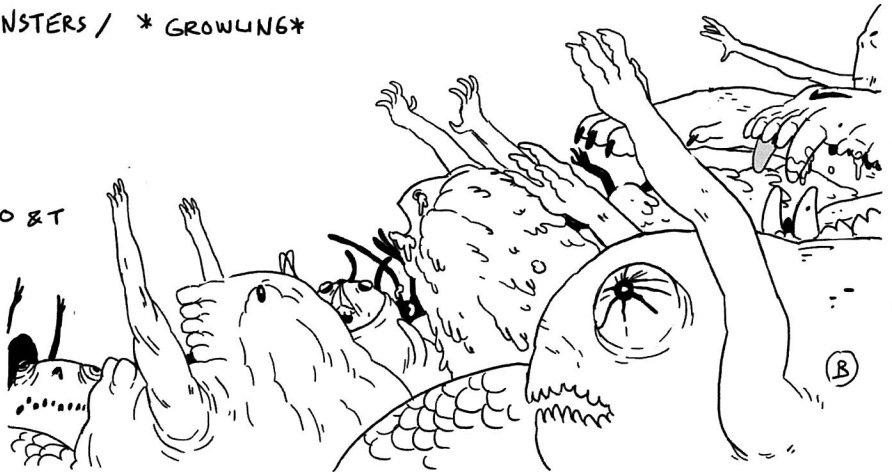
Action:

ADJ UP

MONSTERS WRITHING & REACHING AT KOO & T

Timing:

MONSTERS / * GROWLING*

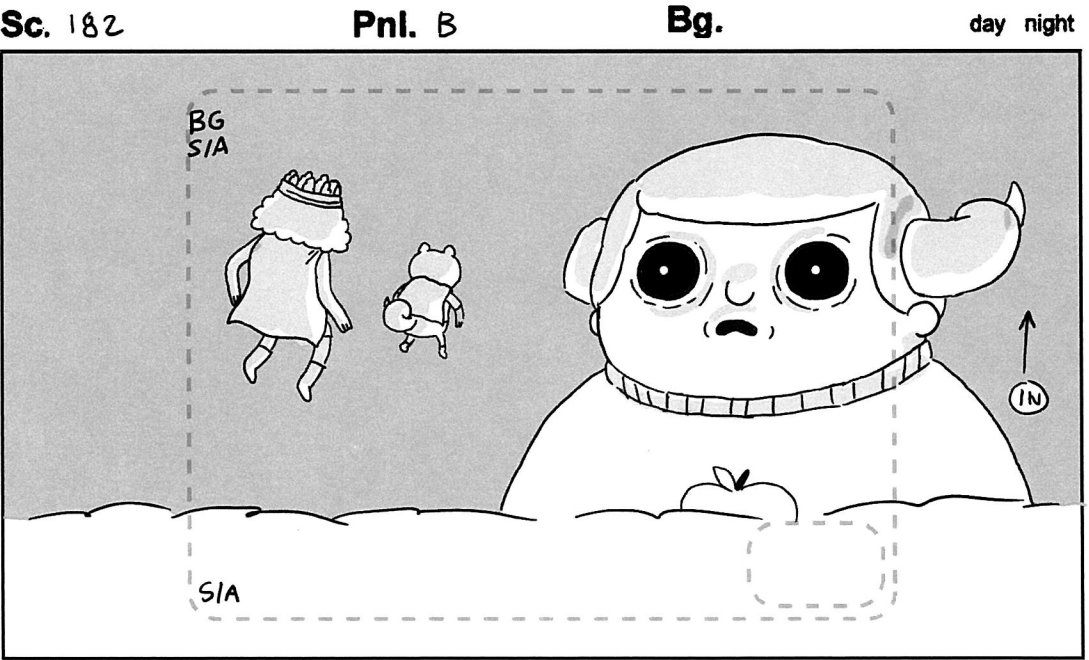
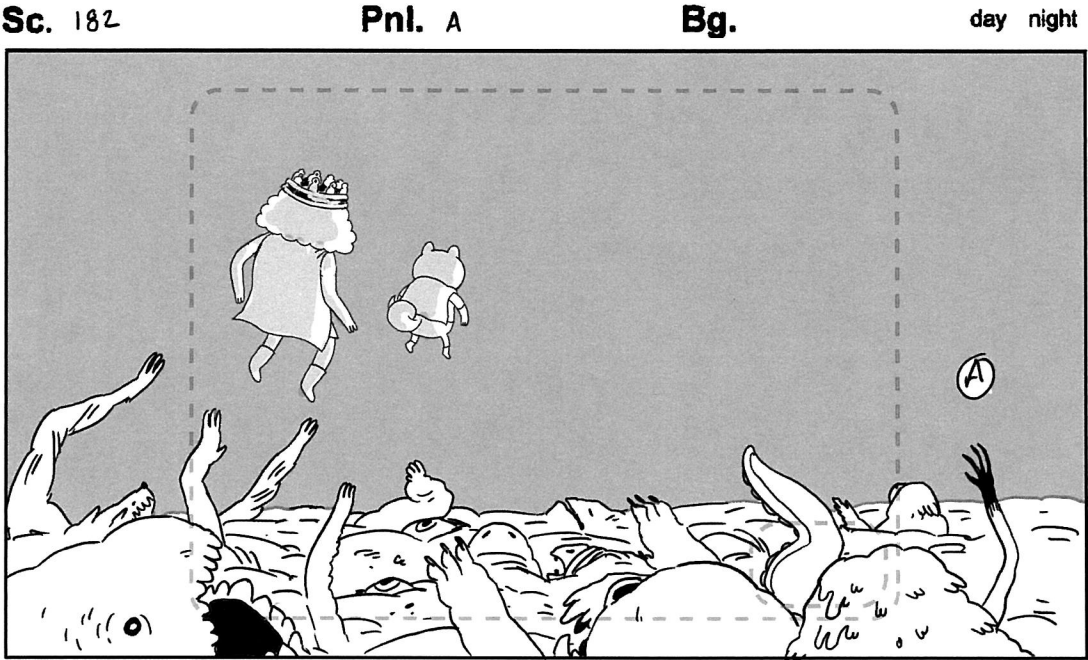



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ADVENTURE TIME



Dialog:	SFX / * RUMBLING *	
Action:	MONSTERS WRITHING	GIANT SP RISES IN DISTANCE
Timing:		

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ADVENTURE TIME



Sc. 183

day night

Pnl. B

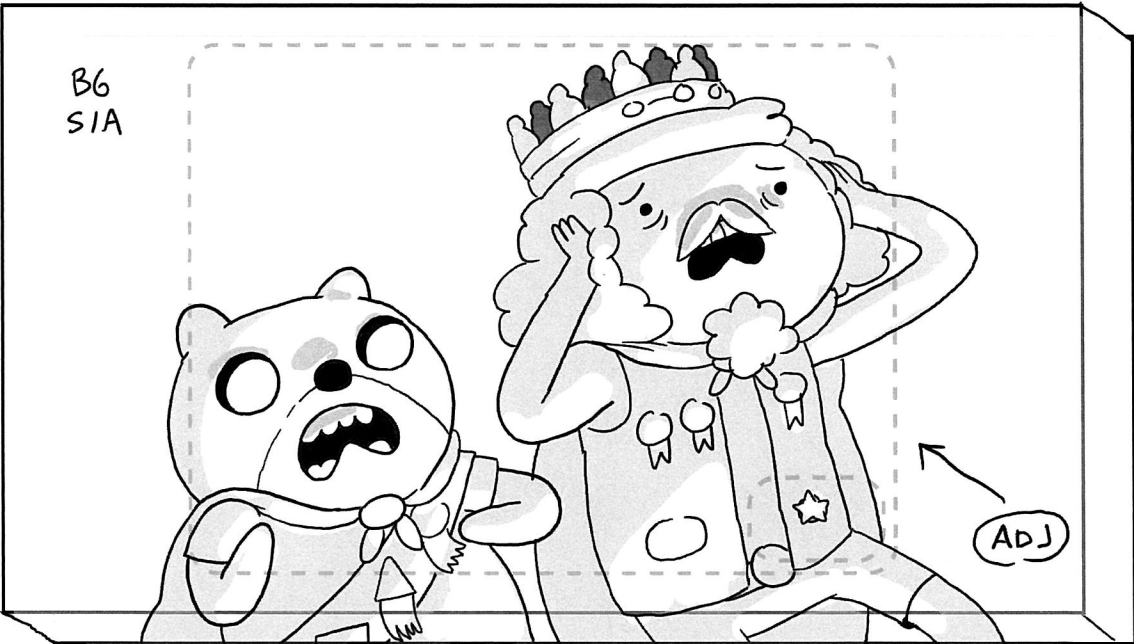
Bg.

Page 215

Sc. 183

Pnl. A

Bg.



Dialog:

T & Koo / AAAAHH!!

Action:

BLACK BG

T& KOO RECOIL

ADJ W/ ACTION

Timing:

EPISODE #

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ADVENTURE TIME

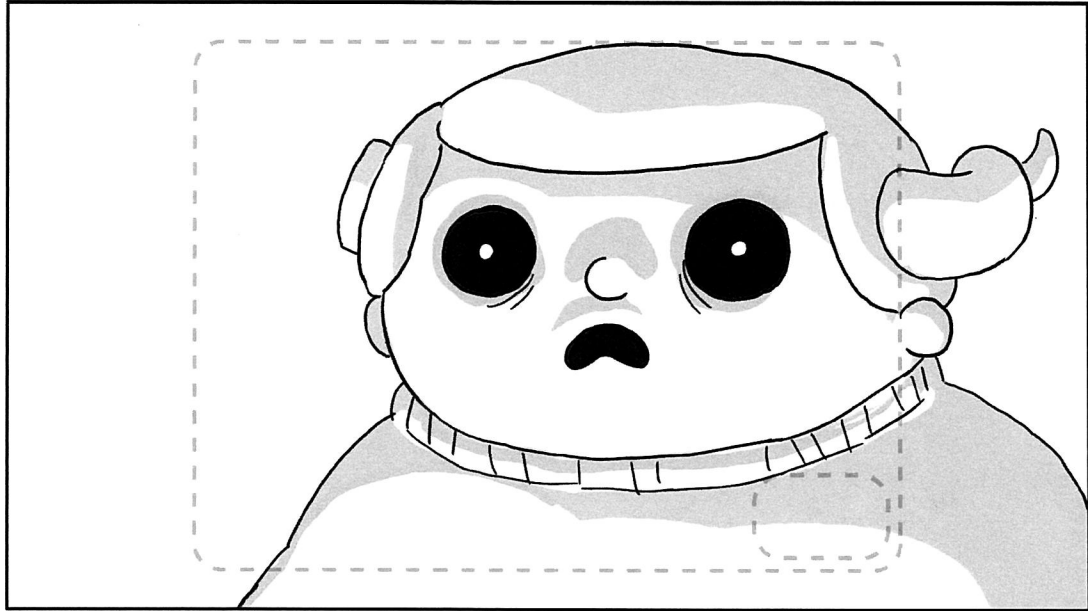


Sc. 184

Pnl. A

Bg.

day night

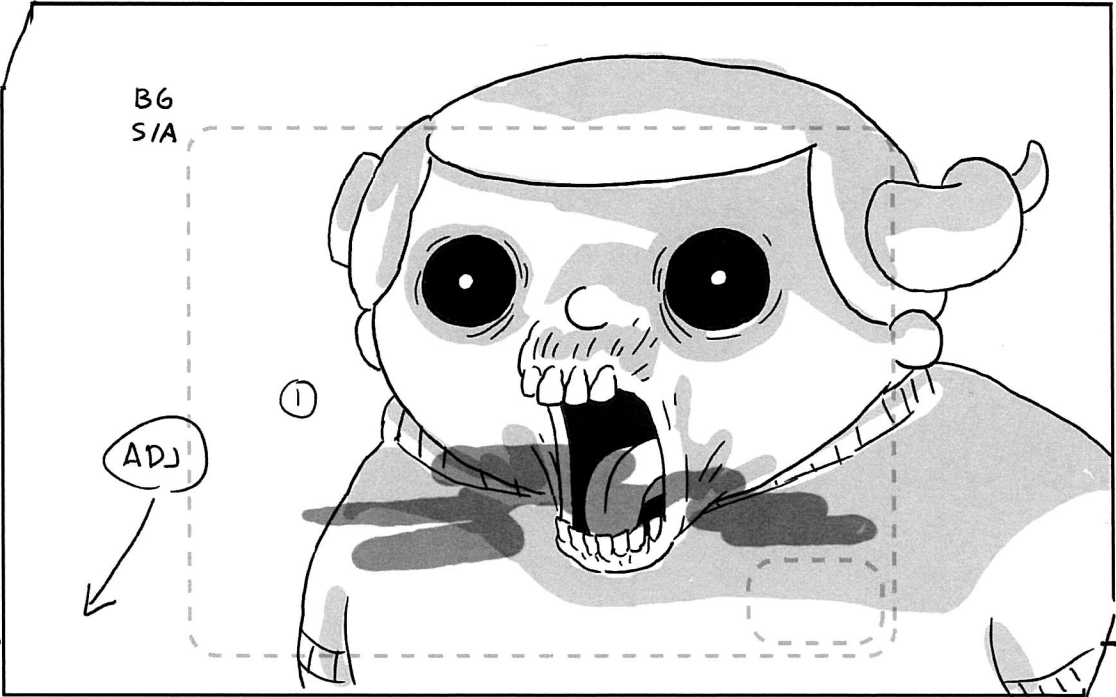


Sc. 184

Pnl. B

Bg.

day night



Dialog:

L/SP/ HERE'S YOUR GOLD STAR!

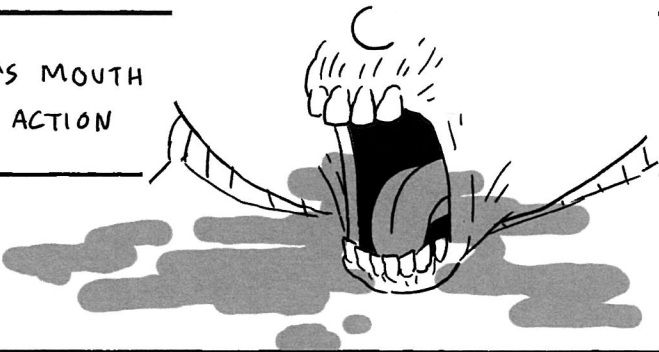
Action:

GREY MIASMA LEAKS OUT OF SP'S MOUTH
ADJ W/ ACTION

Timing:

BLACK BG

L/SP/ * GHASTLY RATTLE/ ROAR *



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ADVENTURE TIME

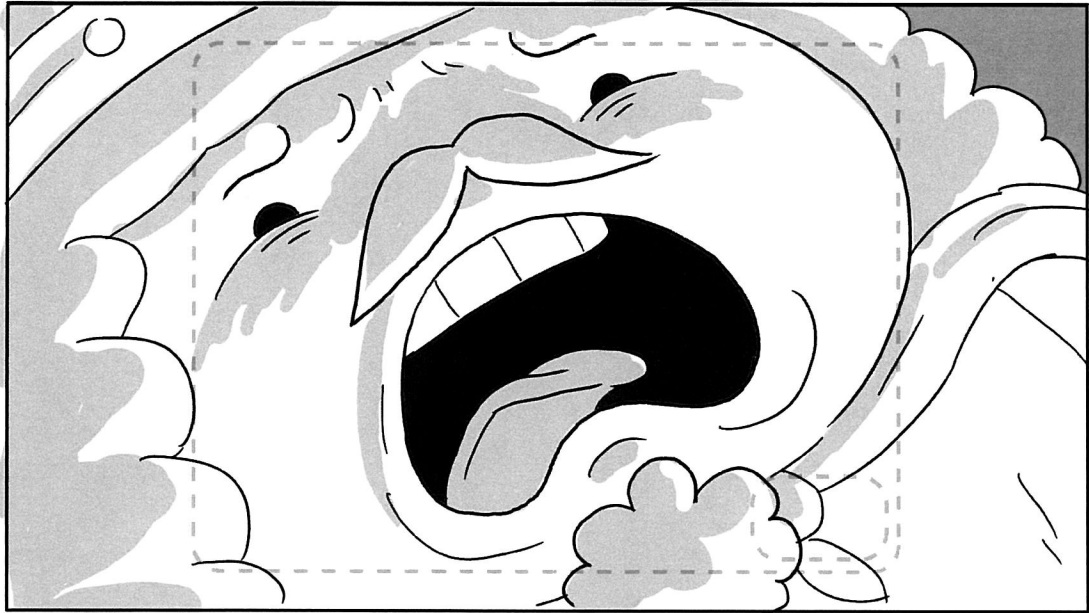


Sc. 185

Pnl. A

Bg.

day night

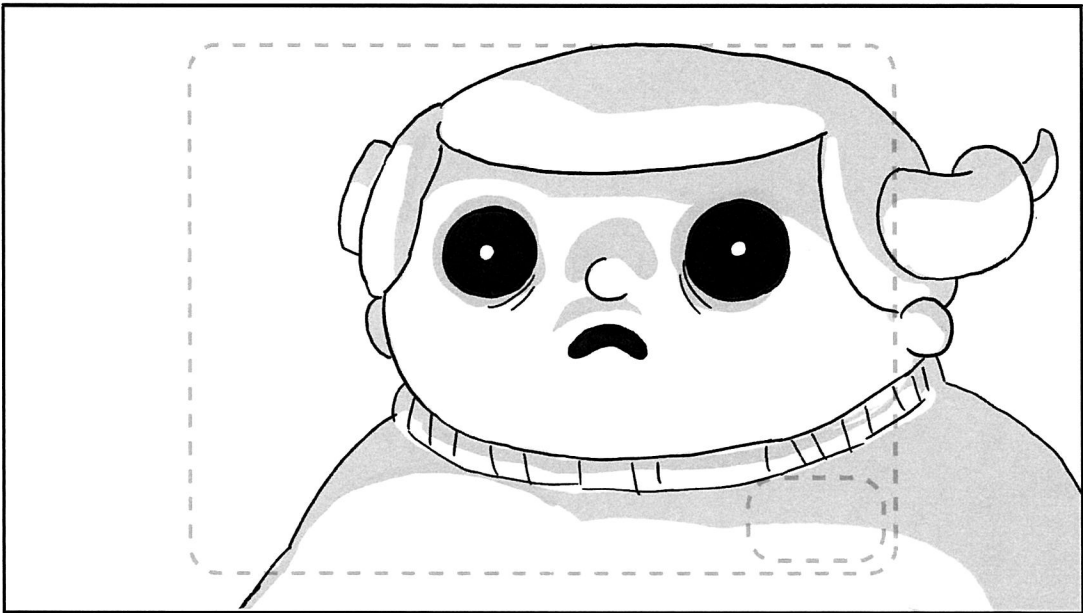


Sc. 186

Pnl. A

Bg.

day night



Dialog:

KOO / AAAAGHH!

Action:

BLACK BG STARTS TO FADE

Timing:

EPISODE #

Production :

ADVENTURE TIME



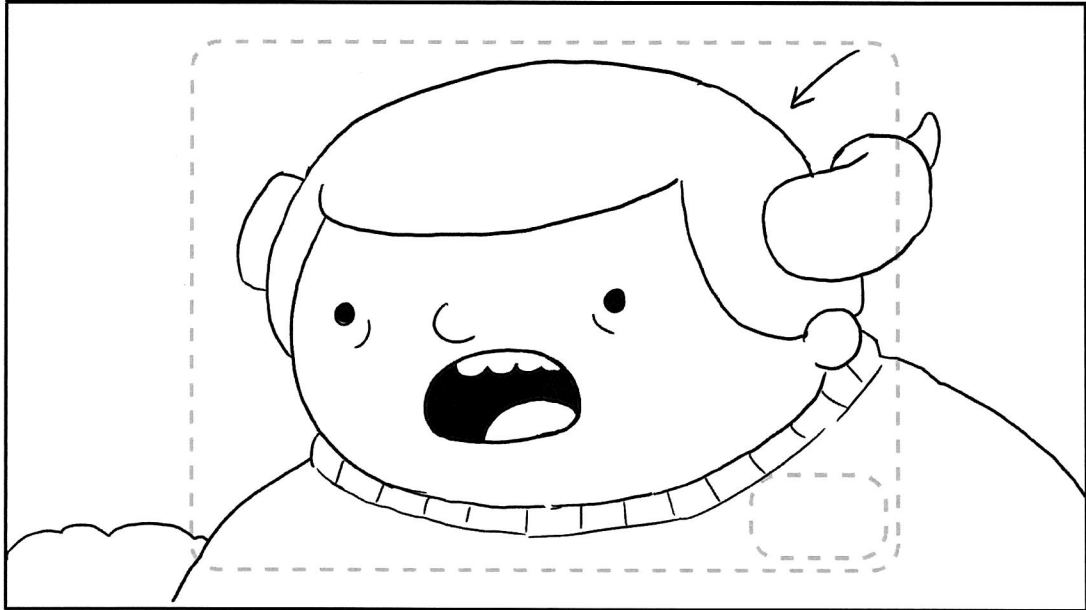
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Sc. 186

Pnl. B

Bg.

day night

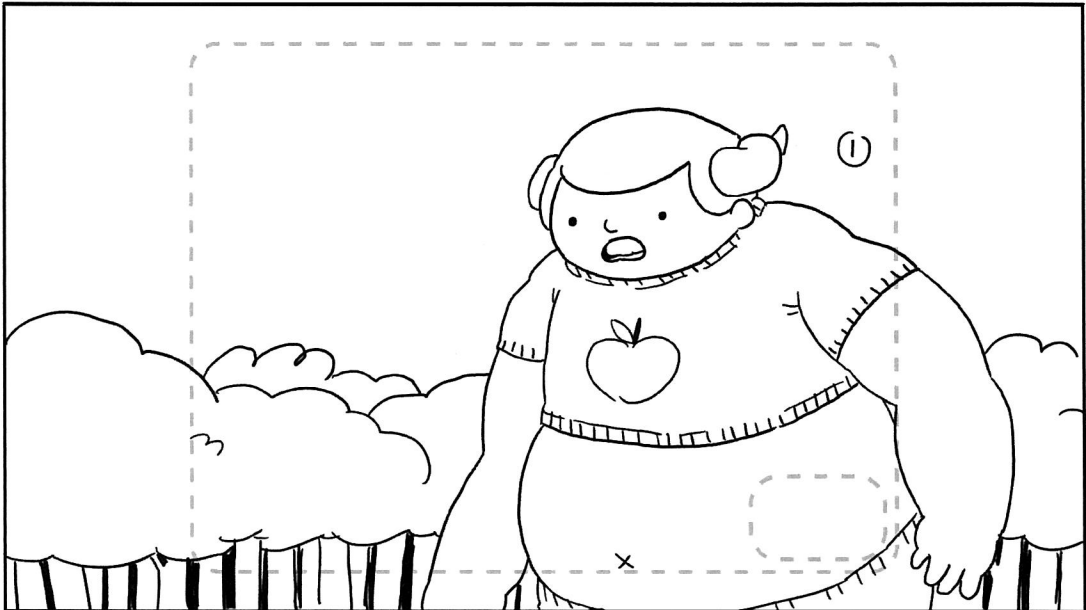


Sc. 187

Pnl. A

Bg.

day night



Dialog:

SP/ * BIG INHALE *

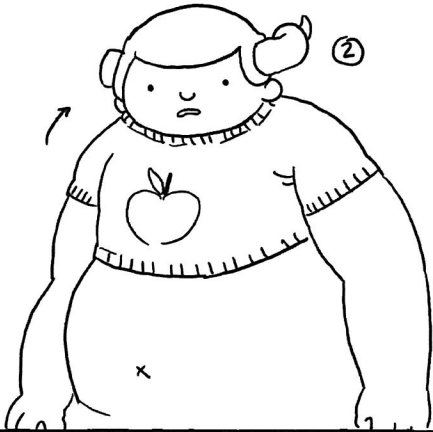
SP/ * HEAVY BREATHING*

Action:

SP BACK TO NORMAL

BG QUICKLY TRANSITIONS BACK TO NORMAL ON LURCH FORWARD

Timing:



EPISODE #

Production :

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ADVENTURE TIME

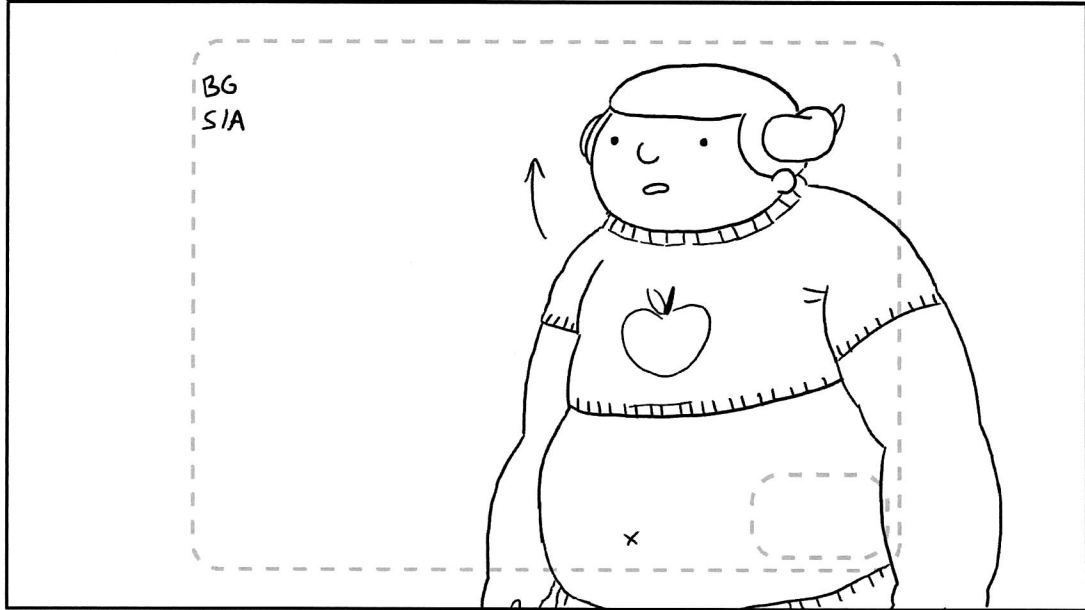


Sc. 187

Pnl. B

Bg.

day night

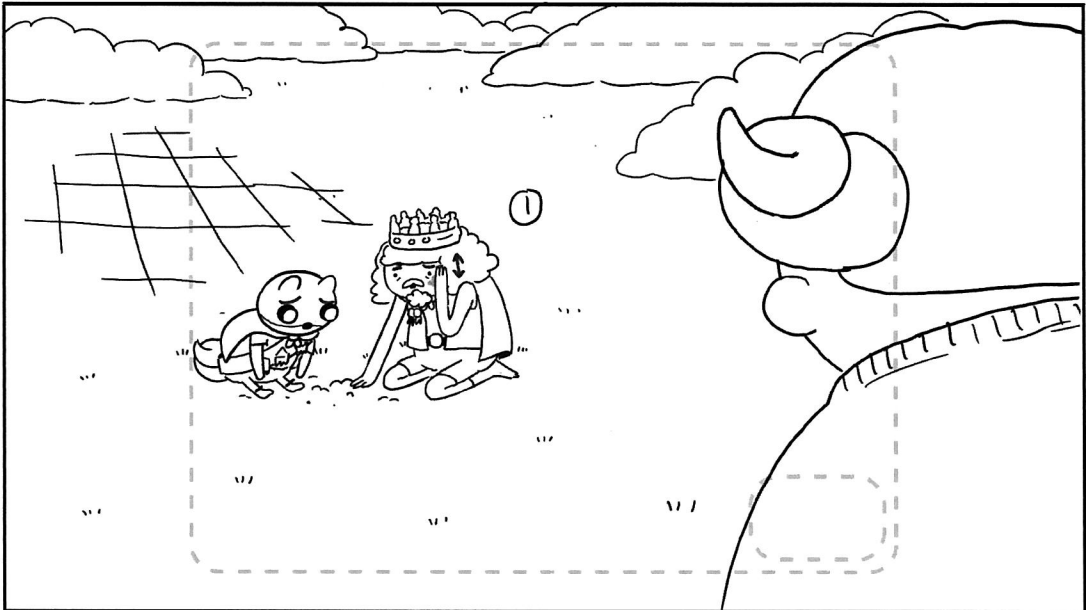


Sc. 188

Pnl. A

Bg.

day night



Dialog:

SP/ MR. KING OF OOO?
KOO & T / (O/S) * GIBBERING LIKE IDIOTS *

KOO & T / * GIBBERING *

Action:

KOO & T RUBBING DIRT IN THEIR FACES

Timing:



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ADVENTURE TIME



Sc. 189

Pnl. A

Bg.

day night

Sc. 189

Pnl. B

Bg.

day night

BG
S/A

Dialog:

KOO & T / * GIBBERING *

Action:

2

THEY LOOK UP

Timing:

EPISODE #

Production :

ADVENTURE TIME

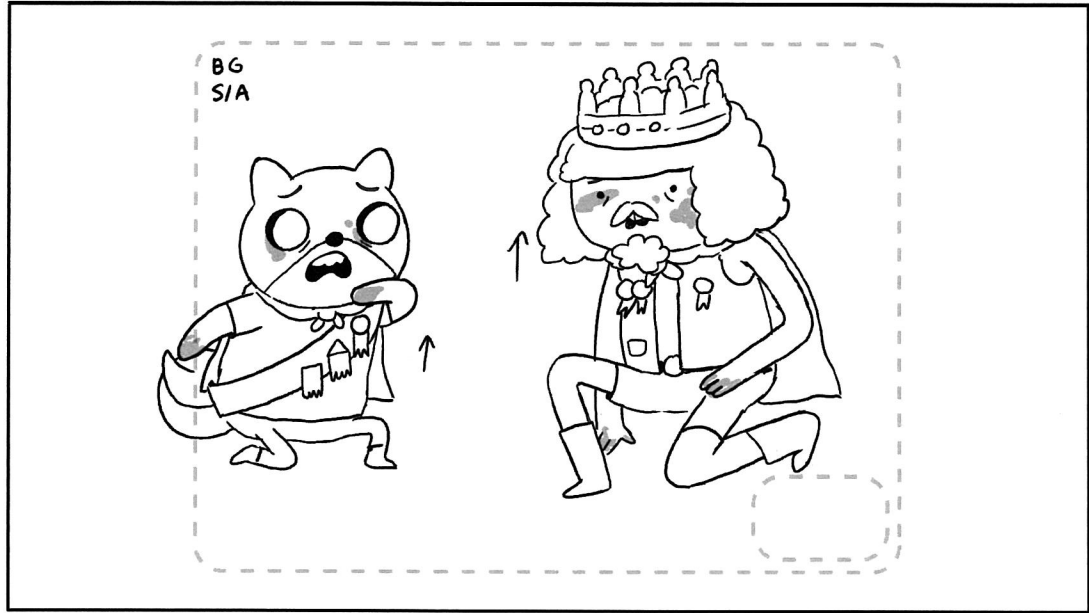


Sc. 189

Pnl. C

Bg.

day night

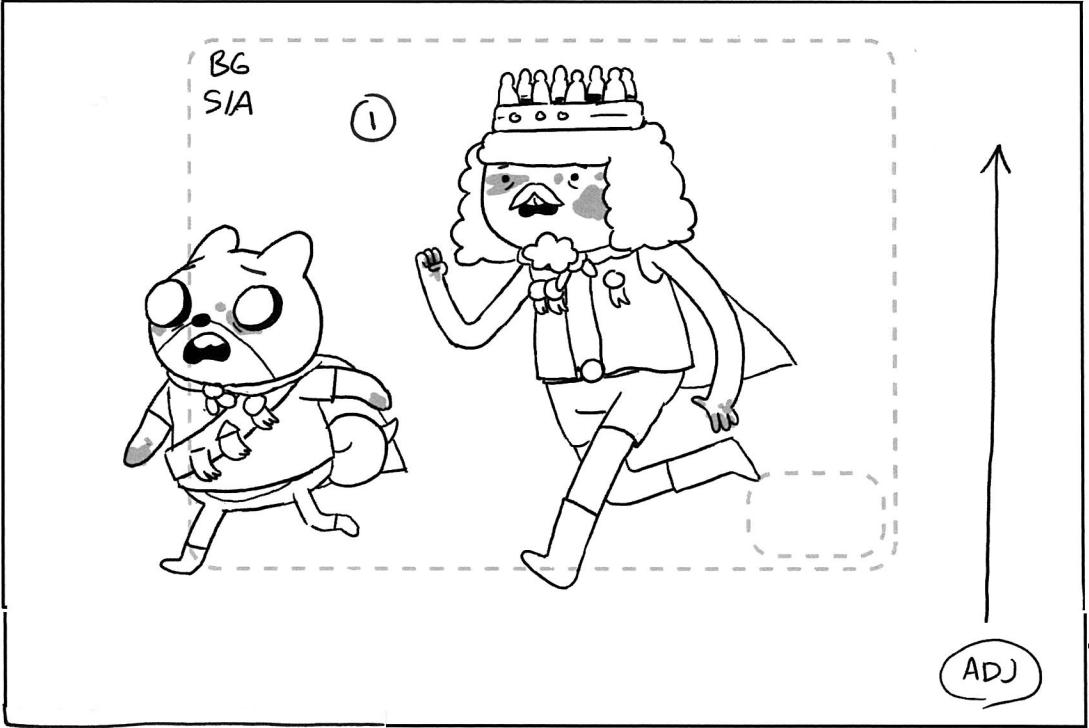


Sc. 189

Pnl. D

Bg.

day night



Dialog:

KOO & T / MONSTER!

Action:

KOO & T TURN AND RUN

Timing:

OUT 2



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ADVENTURE TIME

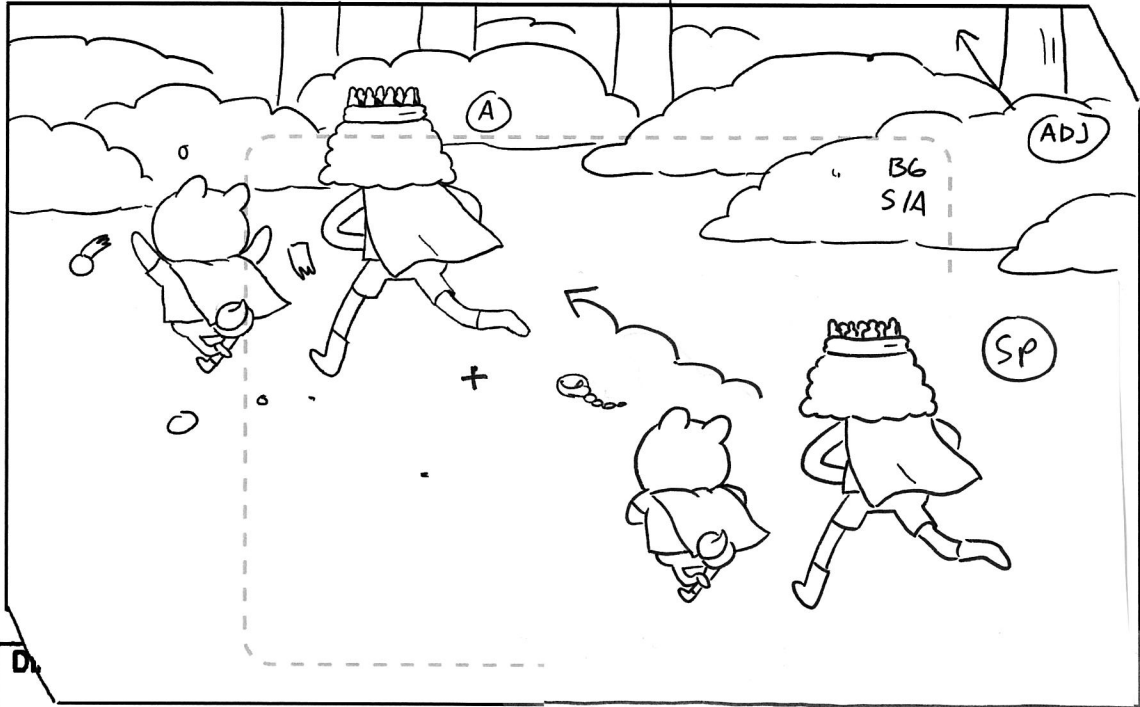


Sc. 189

Pnl. E

Bg.

day night

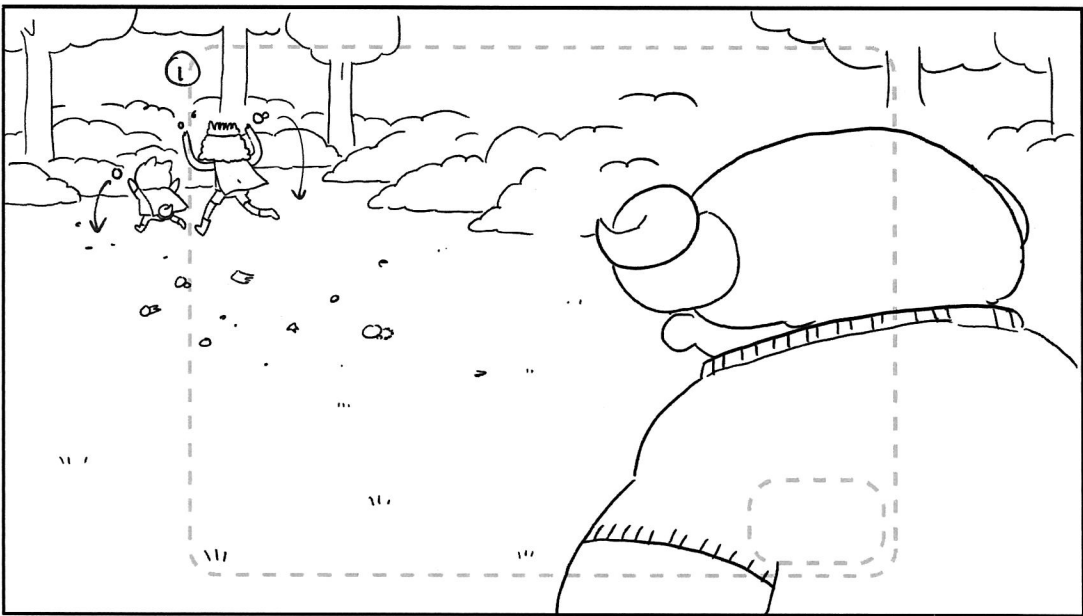


Sc. 190

Pnl. A

Bg.

day night



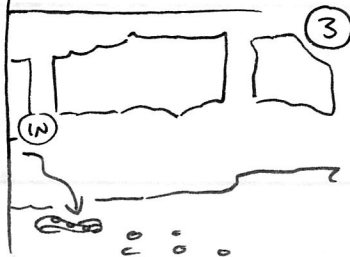
KOO & T / *PANIC WALLA *

Action:

Timing:



KOO & T RUN AWAY, THROWING OFF THEIR BLING

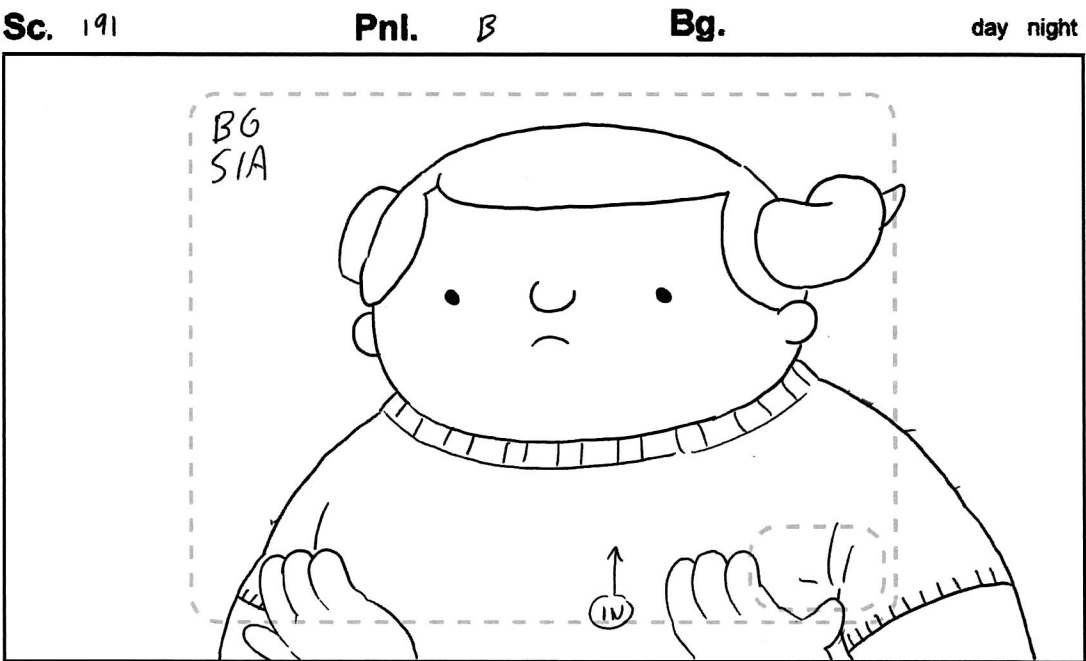
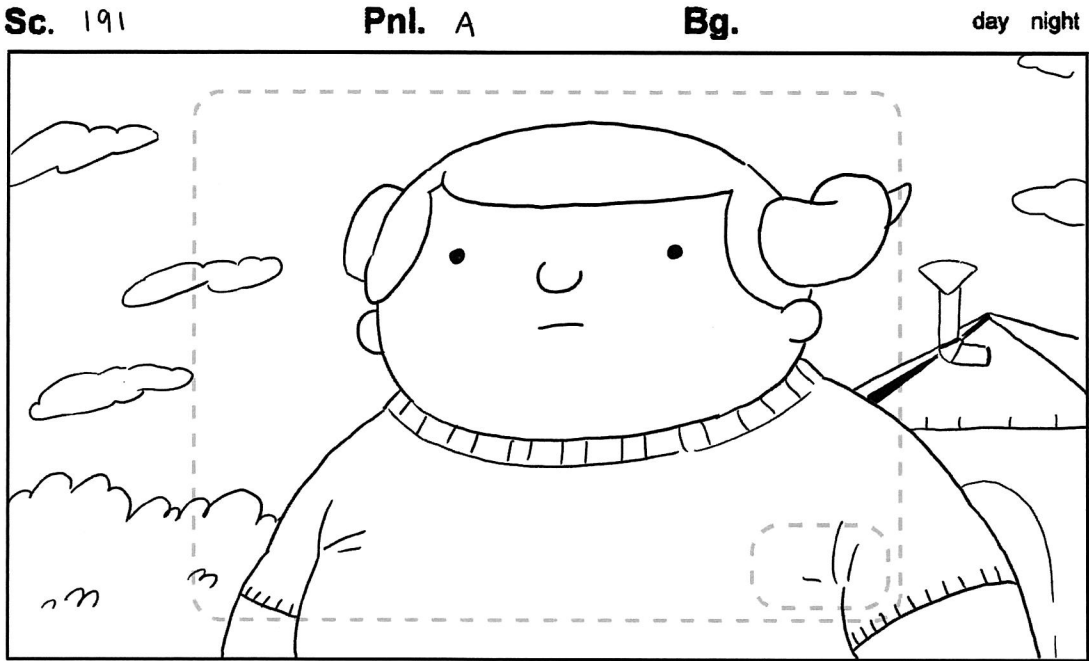


EPISODE #

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ADVENTURE TIME



Dialog:
Action:
Timing:

SP LOOKS DOWN AT HANDS

EPISODE #

Production :

ADVENTURE TIME



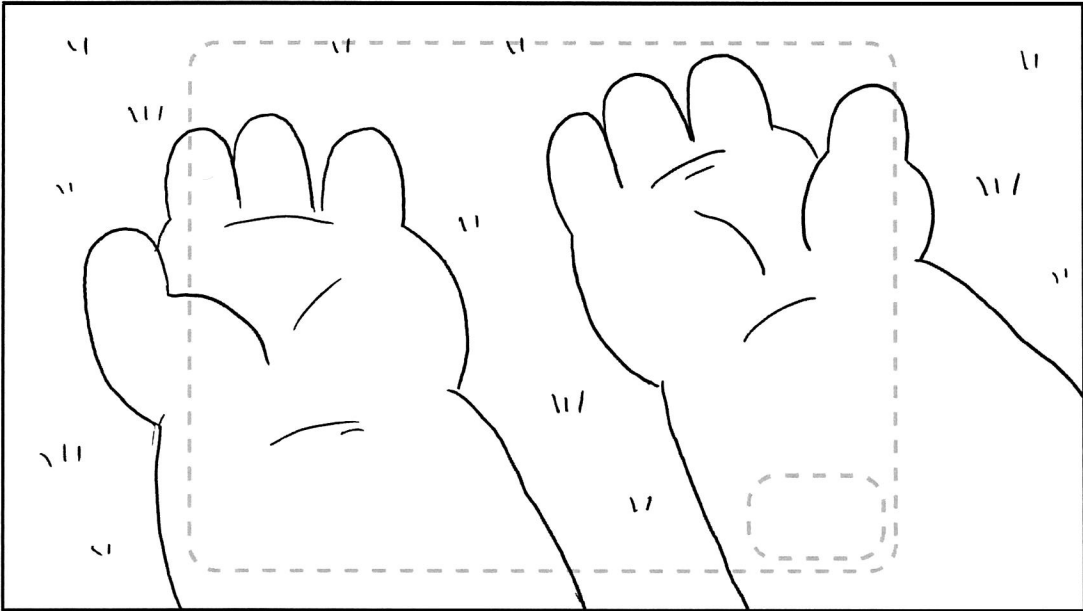
Page 224

Sc. 192

Pnl. A

Bg.

day night

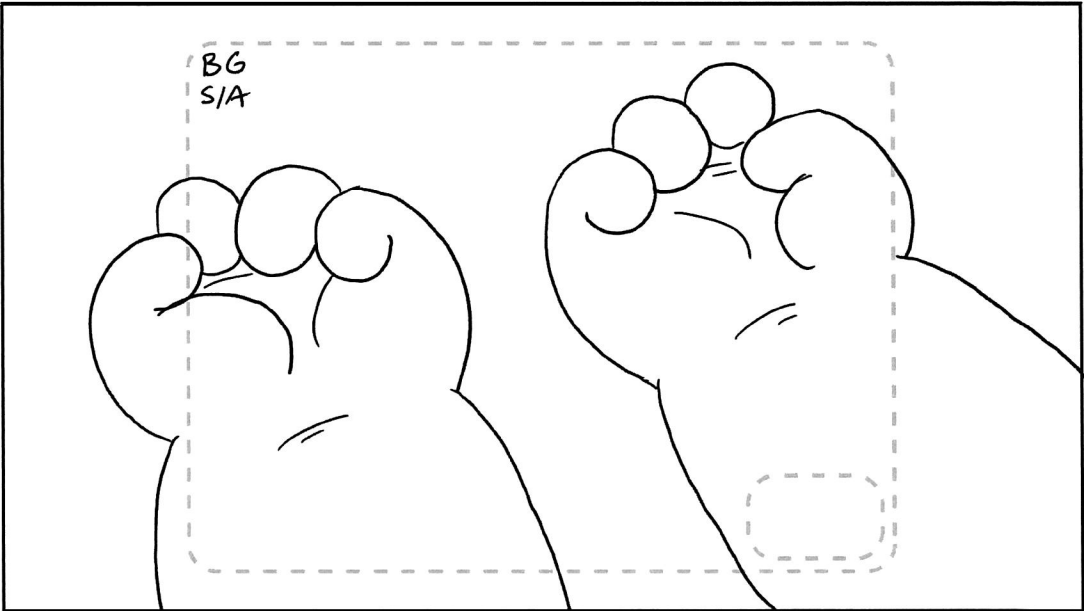


Sc. 192

Pnl. B

Bg.

day night



Dialog:

SP/ JUST A DREAM.

Action:

Timing:

SP FLEXES FINGERS

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

PAN

OUT

Action:

Timing:

Pnl. Bg. day night

SP LOWERS HANDS OUT OF FRAME

PAN UP TO TREASURE DISCARDED BY KOO & T

EPISODE #

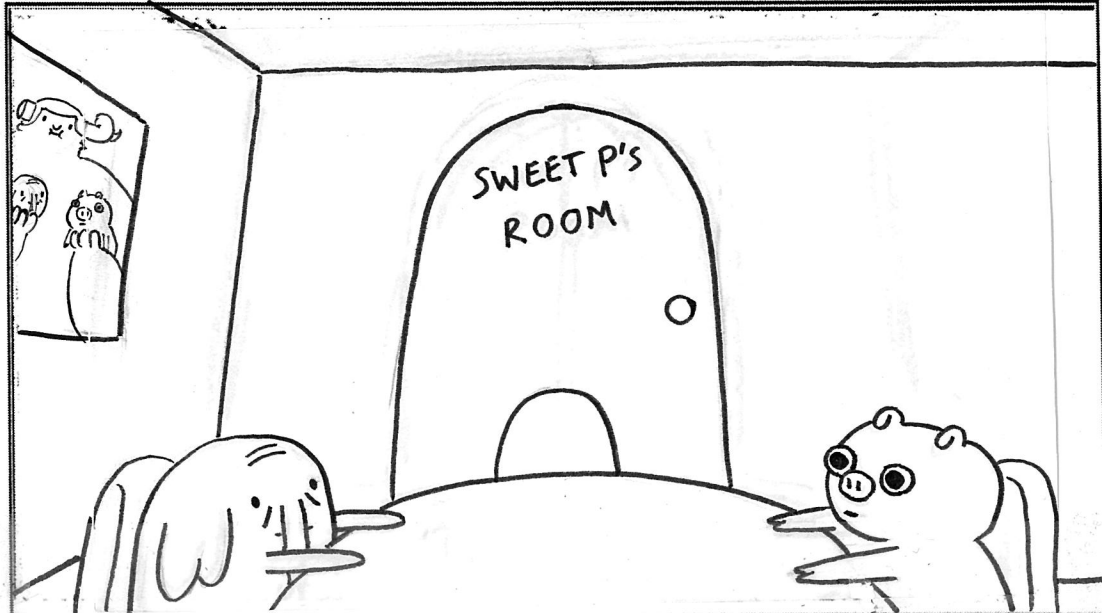
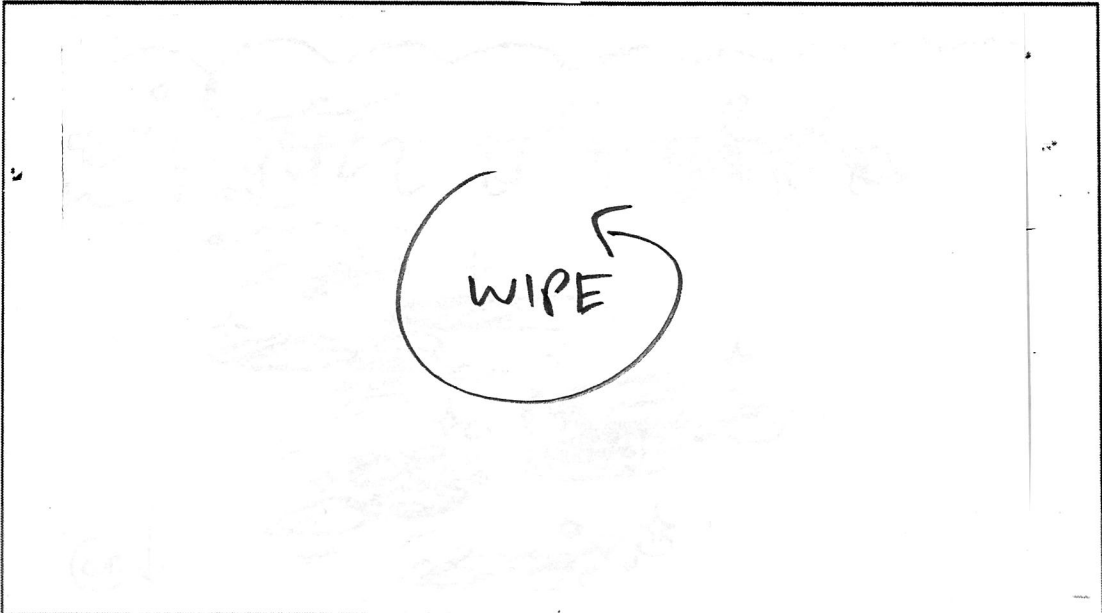
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 194 Pnl. A Bg. day night



Dialog:	
Action:	-INT. TT'S HOUSE,
Timing:	

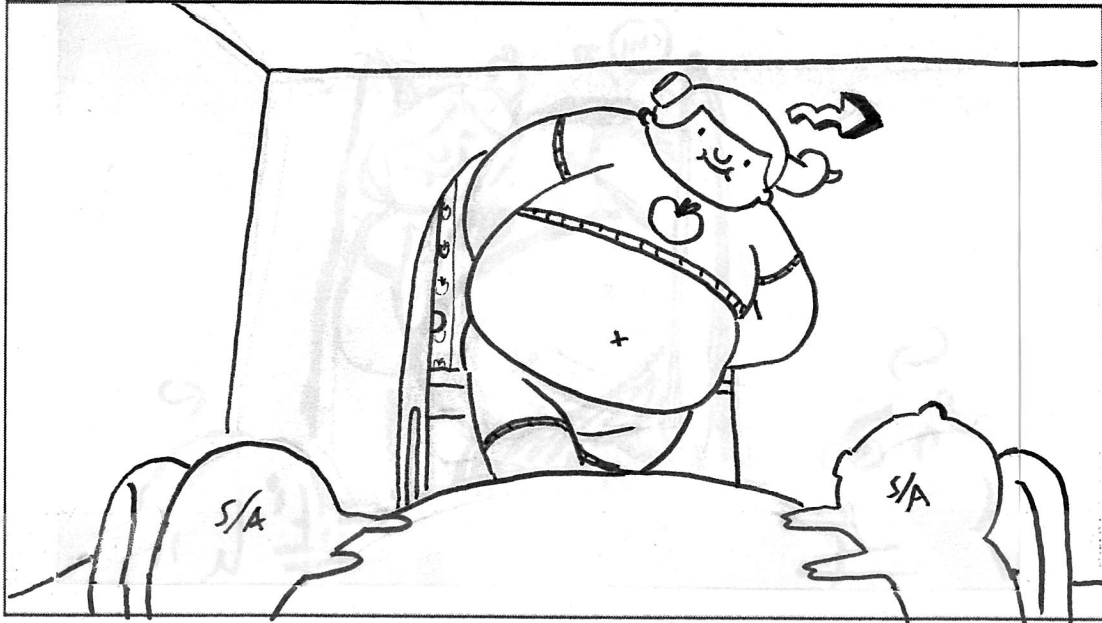
EPISODE # 1025-179
Production :

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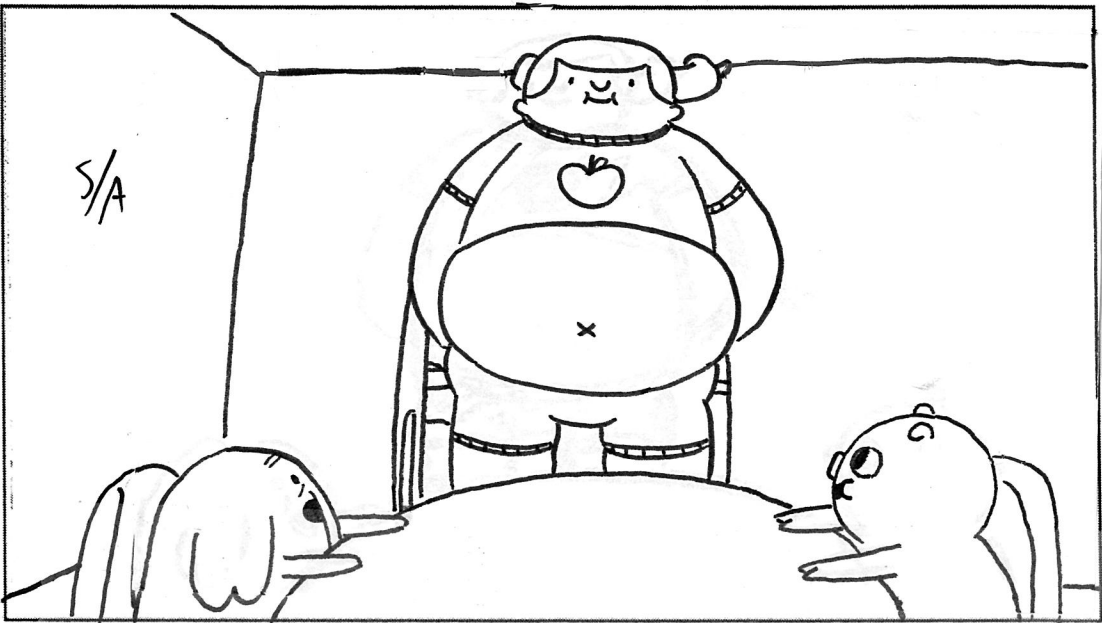
ADVENTURE TIME



Sc. 194 Pnl. C Bg. day night



Sc. 194 Pnl. D Bg. day night



Dialog:

SFX: *CLICK *

II: G'MORNIN, SWEET P
MP: MORNIN' SON

Action:

- SWEET P COMES THROUGH DOOR
WITH HANDS BEHIND BACK

Timing:

1025-179

EPISODE #

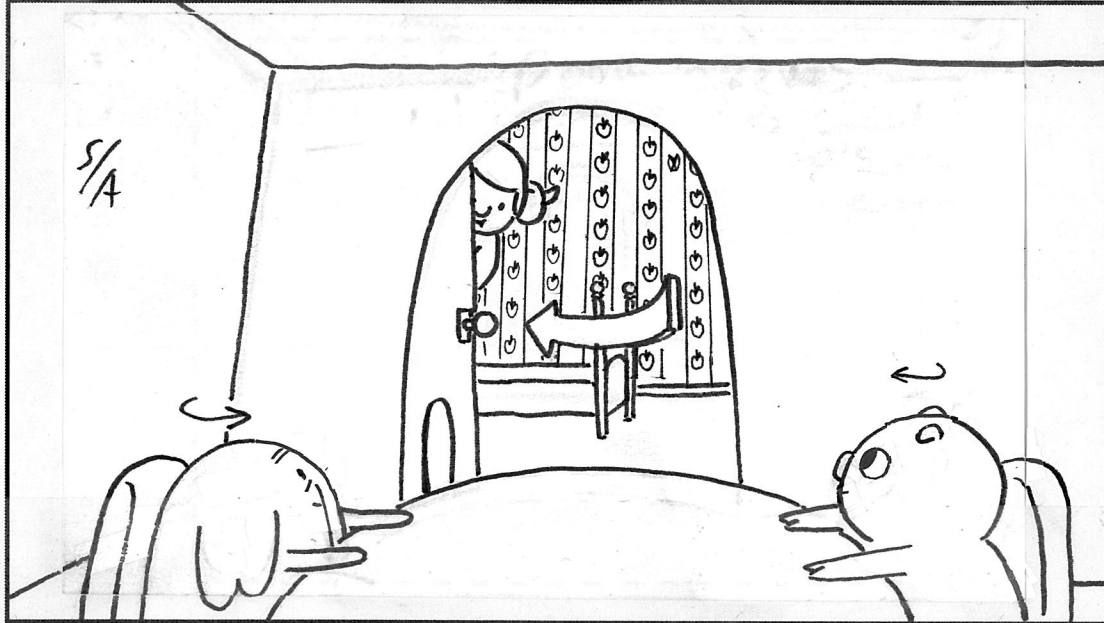
Production :

ADVENTURE TIME

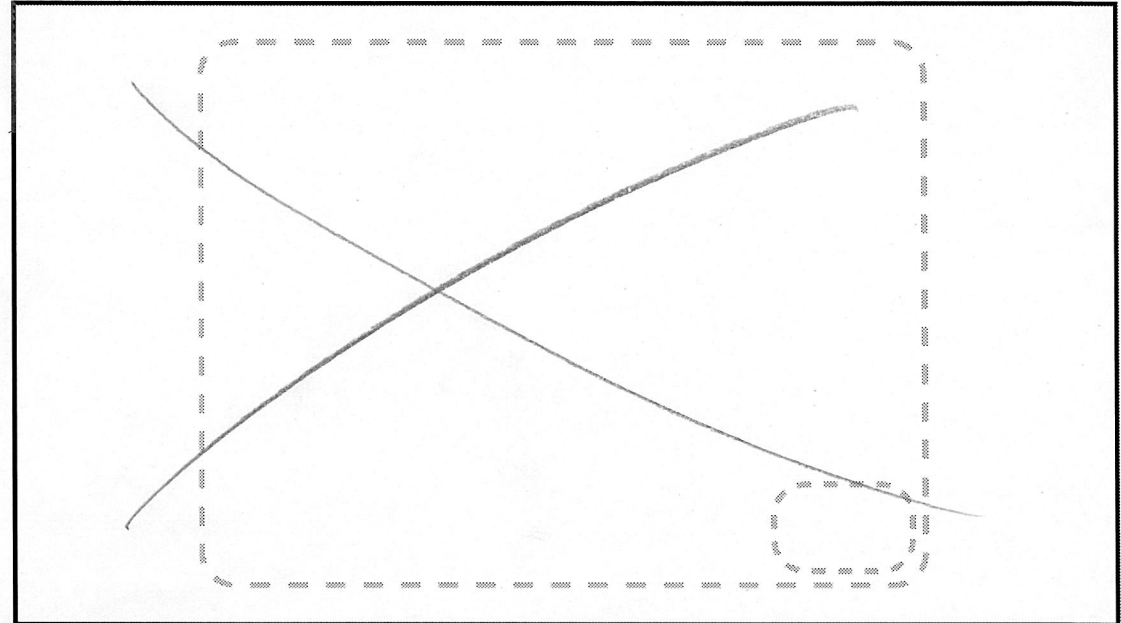


Page 224A

Sc. 194 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - DOOR OPENS TO SWEET P'S BEDROOM
Timing:

EPISODE #

Production:

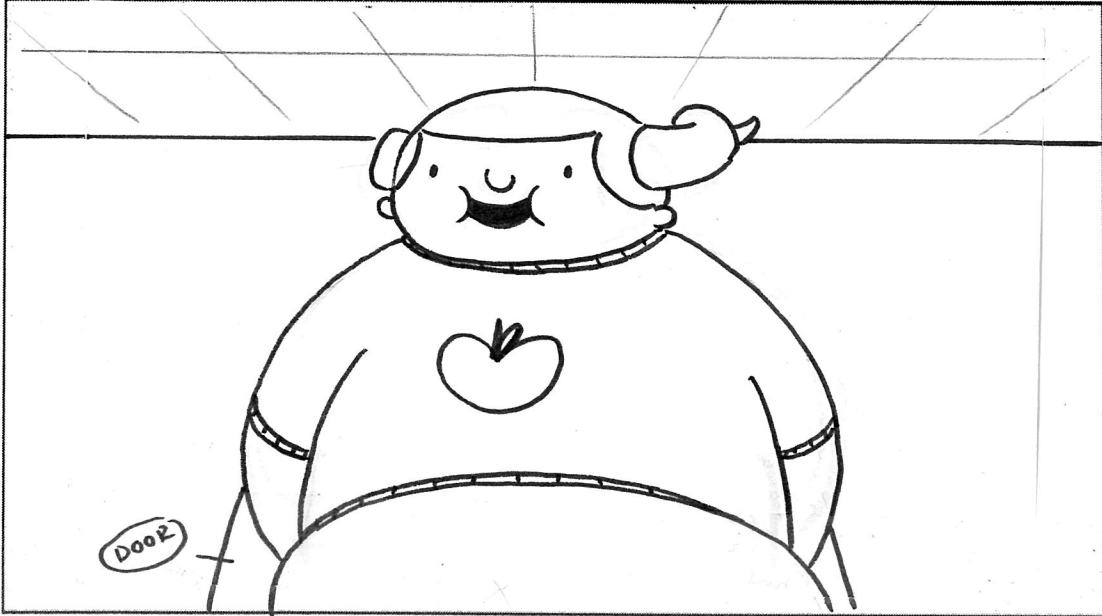
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ADVENTURE TIME

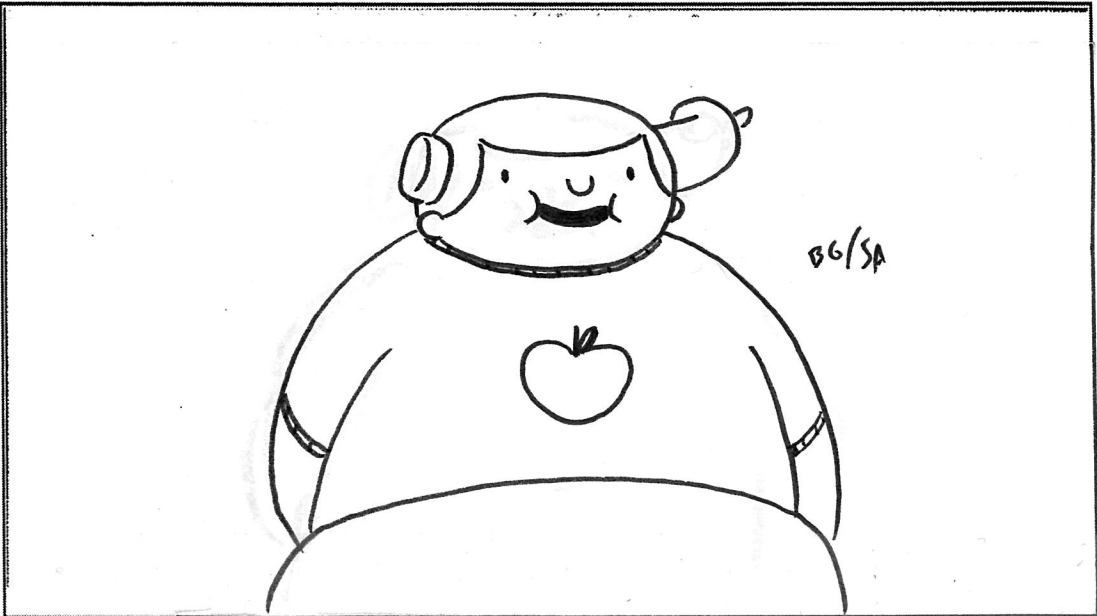


Page 226

Sc. 195 Pnl. A Bg. day night



Sc. 195 Pnl. B Bg. day night



Dialog:	<u>SP.</u> [RESTRAINED GIGGLING]
Action:	
Timing:	

Production :
EPISODE # 1025-179

ADVENTURE TIME



Page 227

Sc. 195

Pnl. C

Bg.

night

Sc.

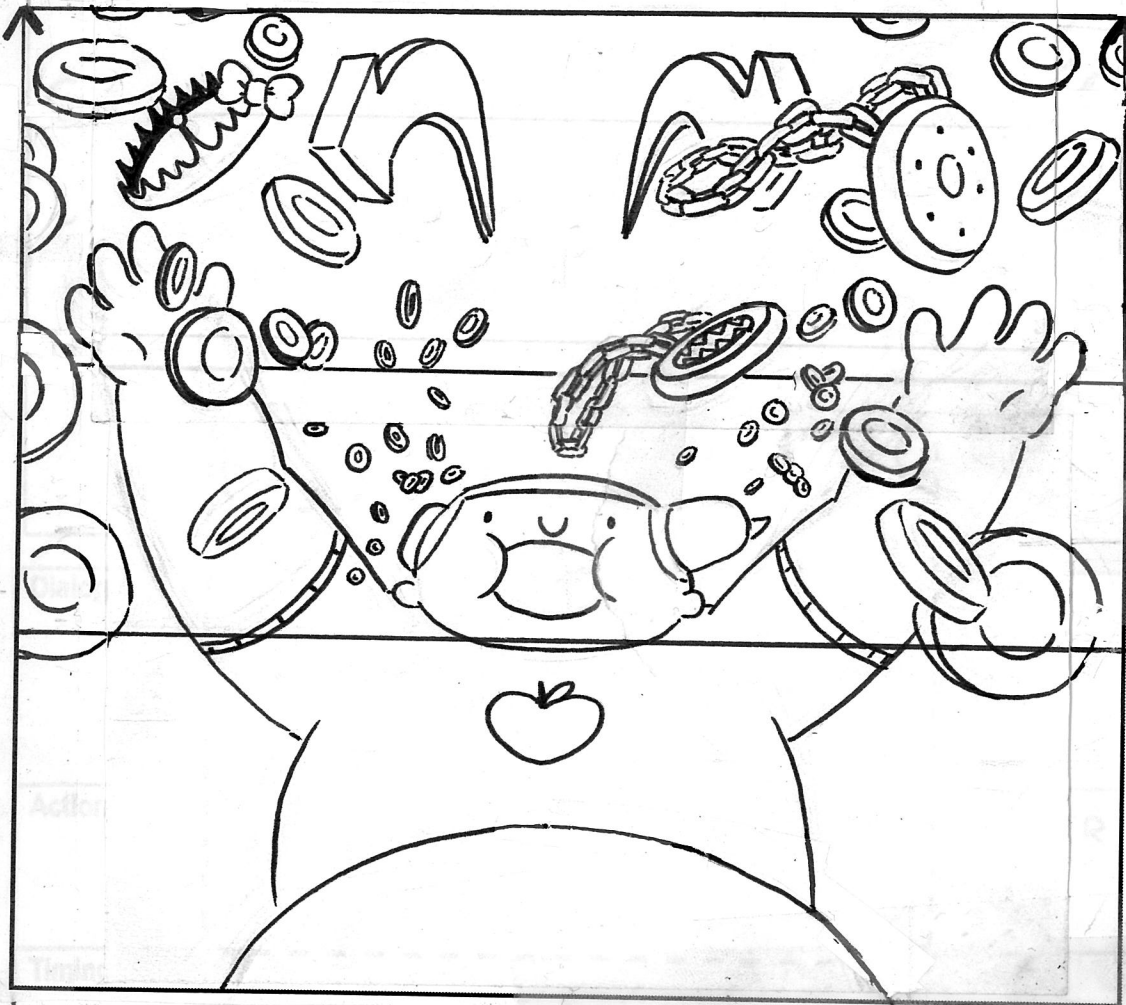
1a6

Pnl.

A

Bg.

day night

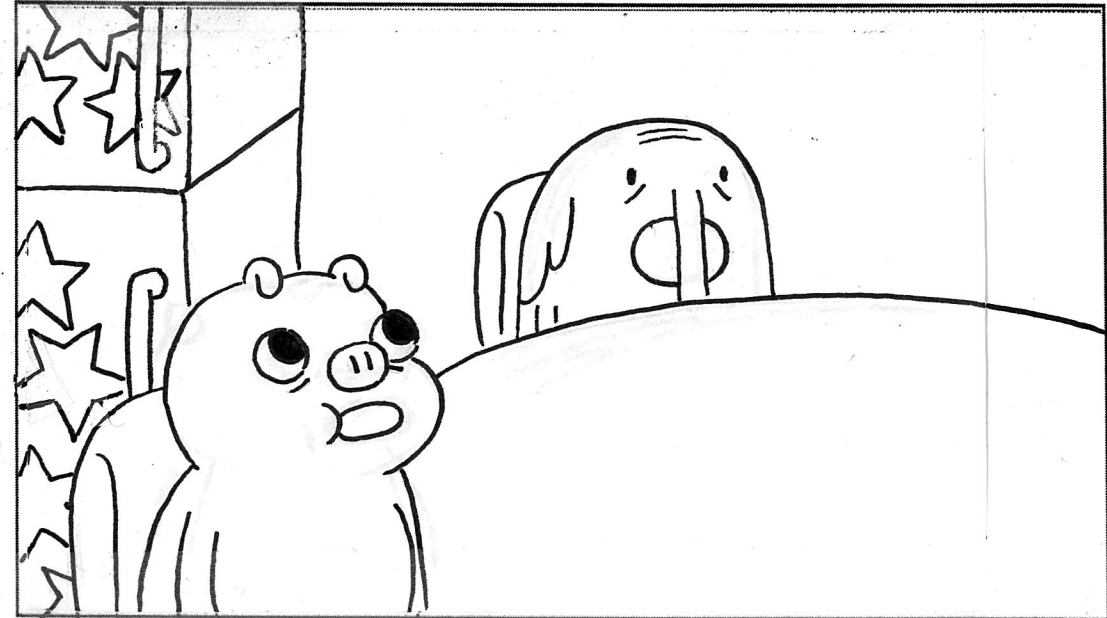


CAM ADJ.

SP:
SURPRISE!

- SP throws
treasure up
into air.

- loot falls
towards
camera

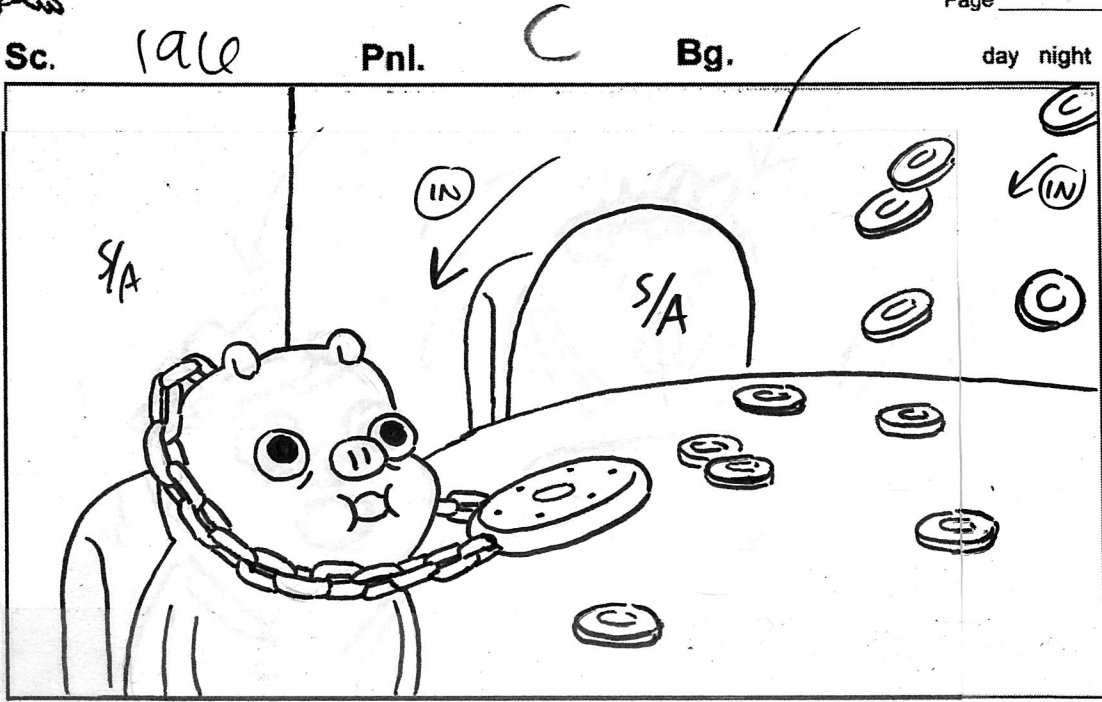
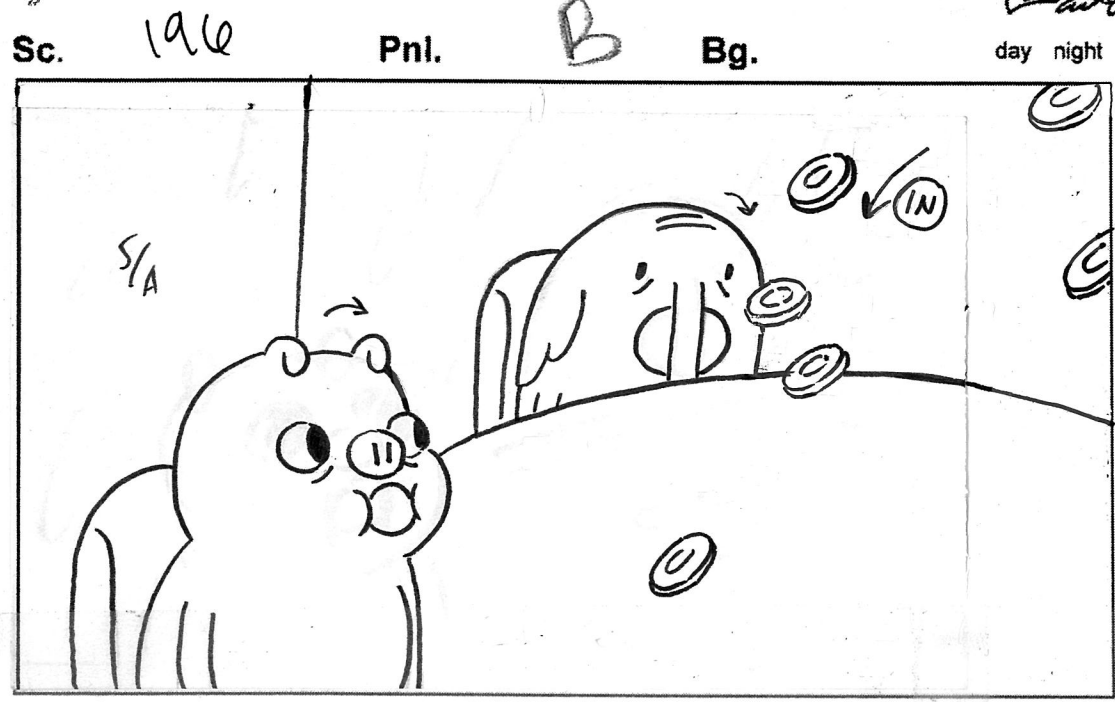


EPISODE #

1025-179

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ADVENTURE TIME



Dialog:

II: OH!

Action: - TREASURE SHOWERS ONTO II + MP

Timing:

- ACCESSORIES LAND ON THEIR HEADS / AROUND THEIR NECKS

EPISODE # 1025-179

Production :

ADVENTURE TIME



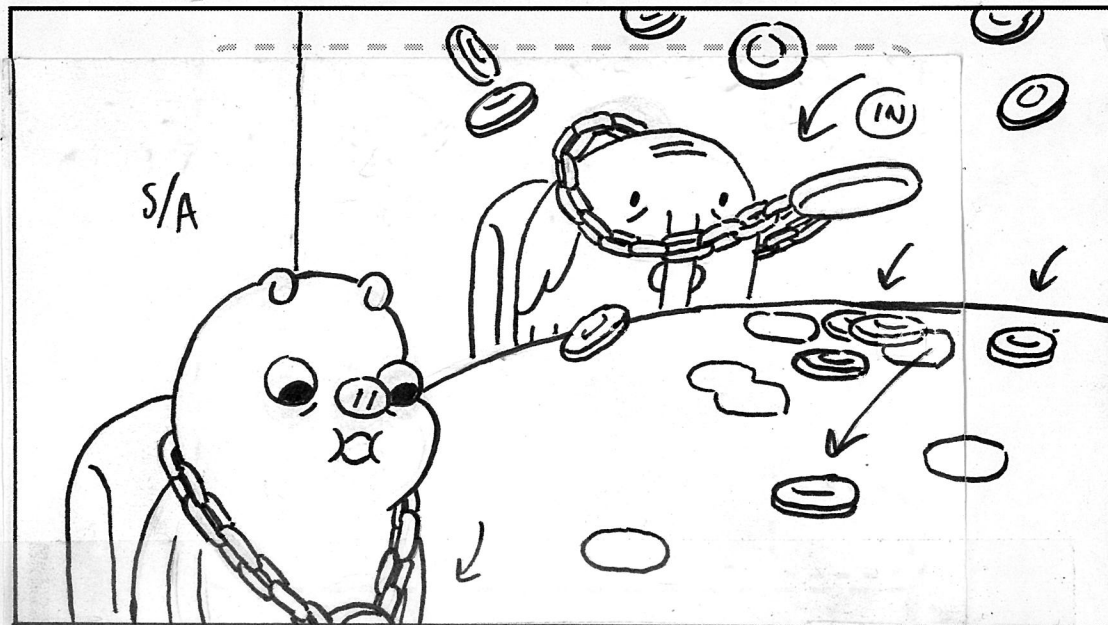
Page 228A

Sc. 196

Pnl. D

Bg.

day night

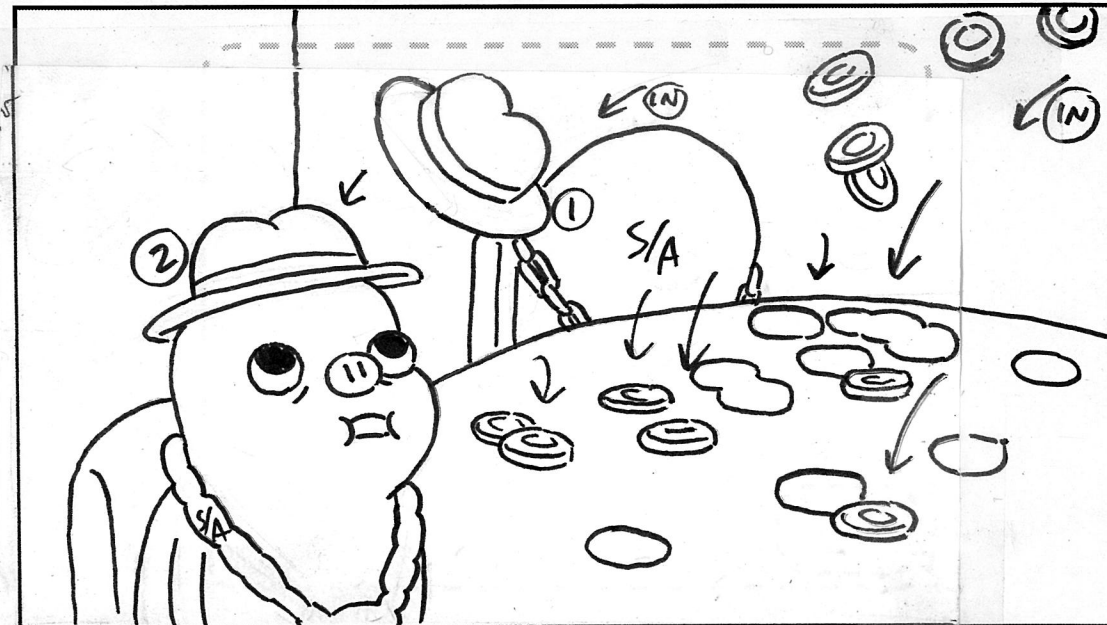


Sc. 196

Pnl. E

Bg.

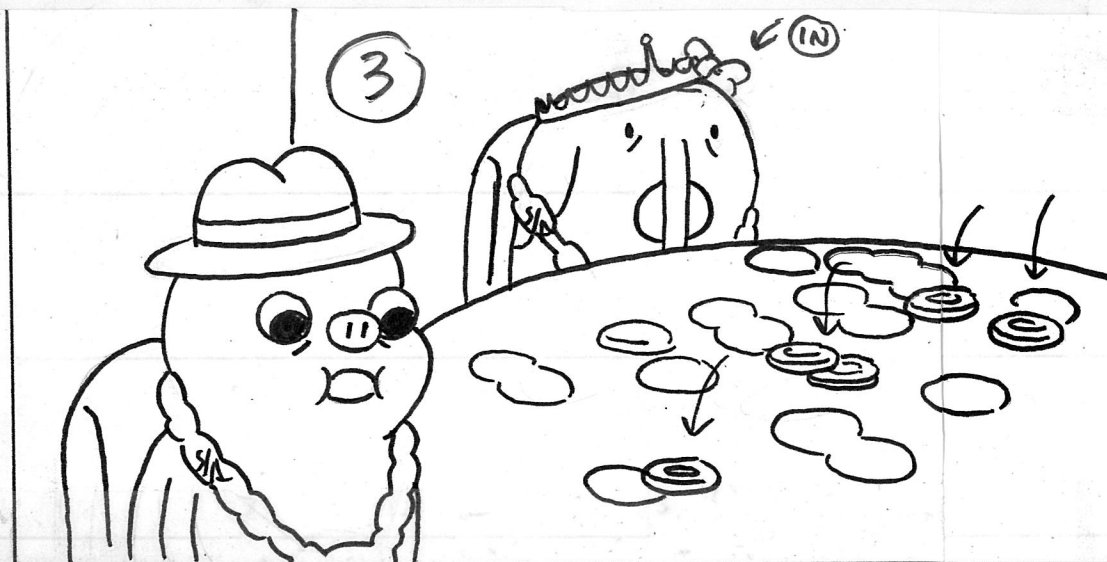
day night



Dialog:

Action:

Timing:



EPISODE #

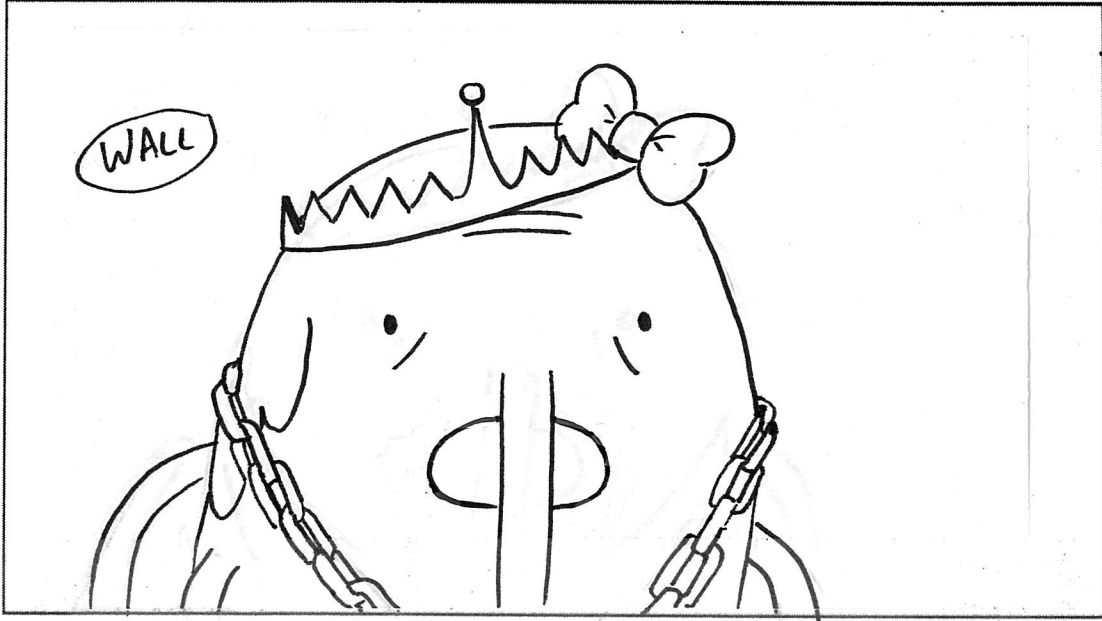
Production:

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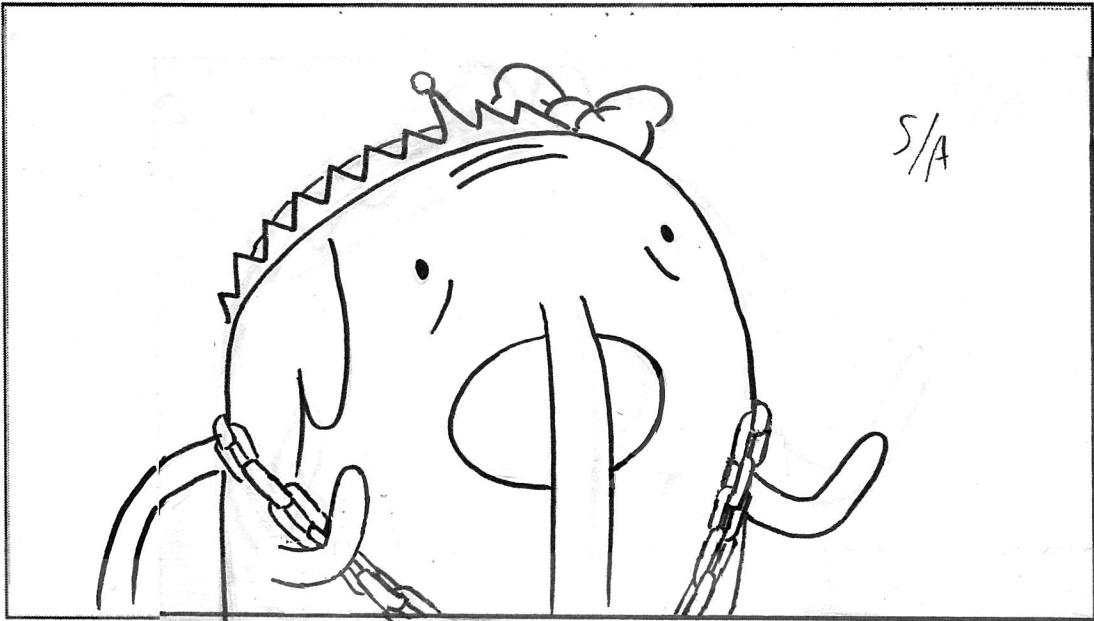
ADVENTURE TIME



Sc. 197 Pnl. A Bg. day night



Sc. 197 Pnl. B Bg. day night



Dialog: II: MY, MY, -- II: WHERE DID YOU GET ALL THIS BLING?

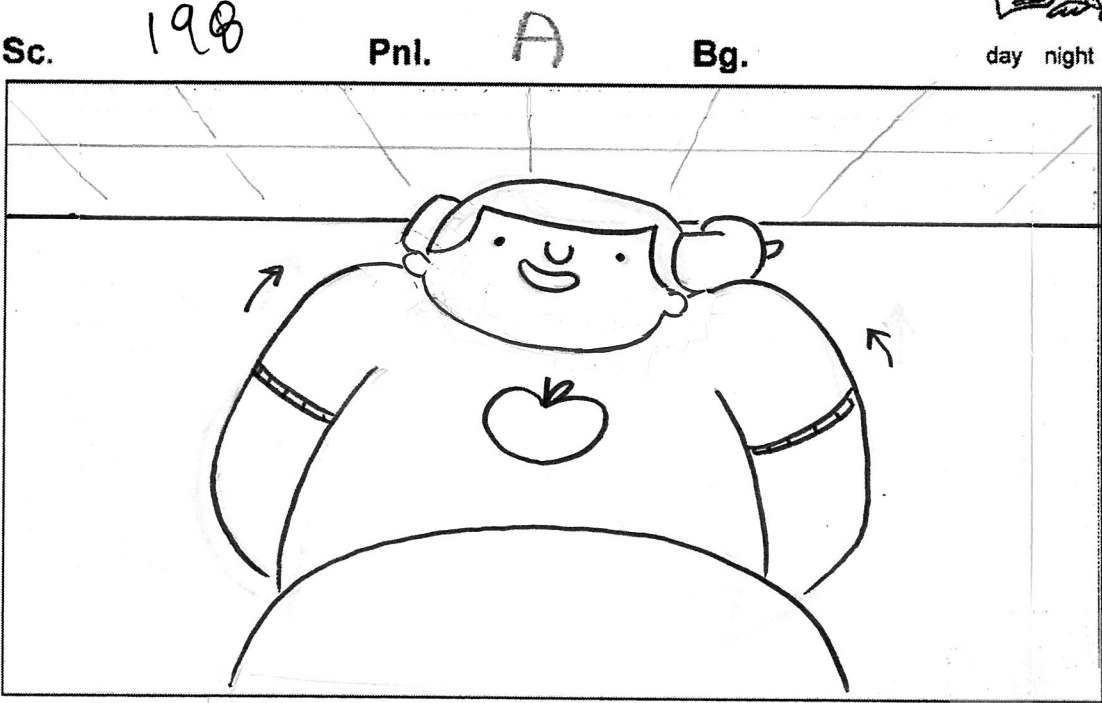
Action:

Timing:

1025-179 EPISODE # Production :

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ADVENTURE TIME



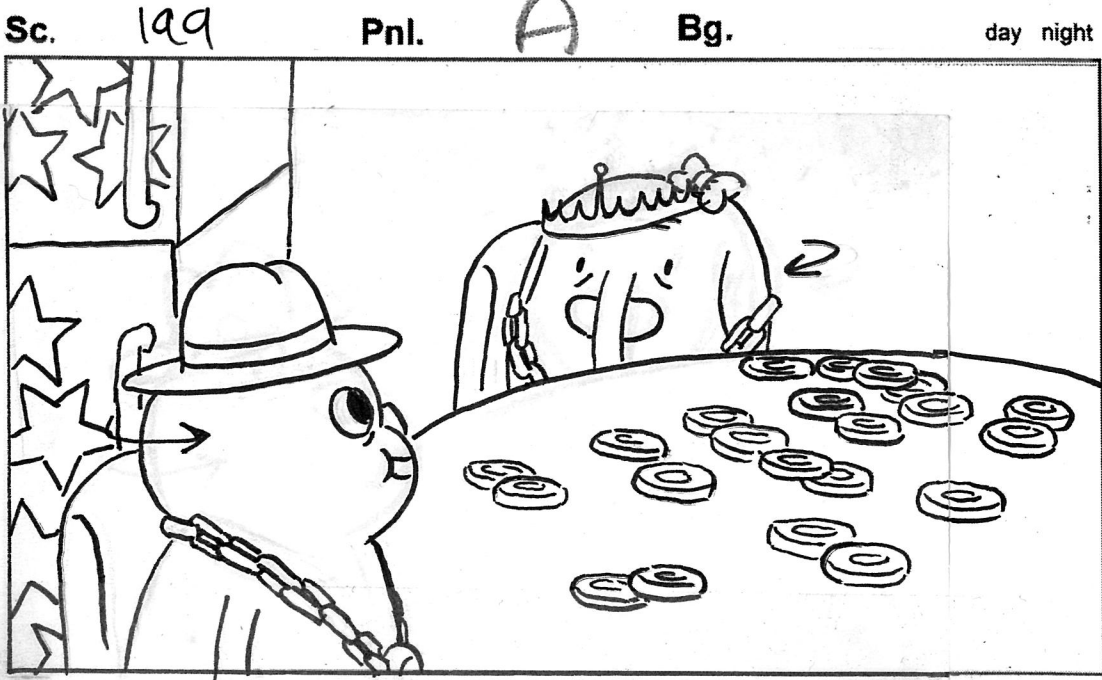
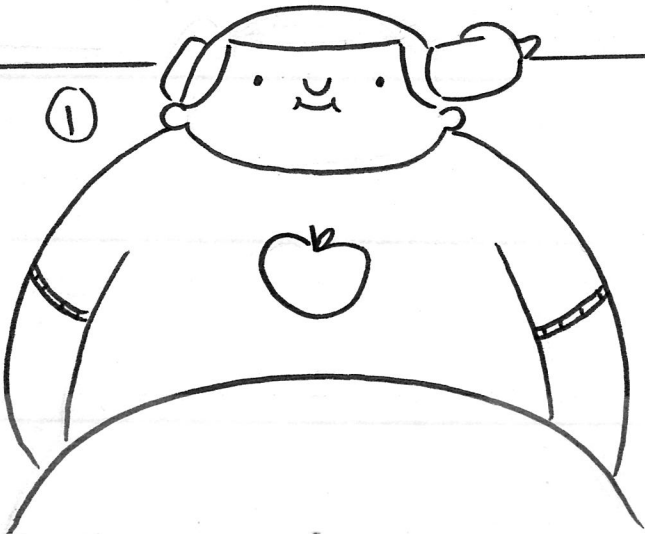
Dialog:

SP/ (sheepish) Ahh... My teachers!

Action:

- S.P. SHRUGS.

Timing:



II: WOW, HOW NICE OF THOSE TEACHERS.

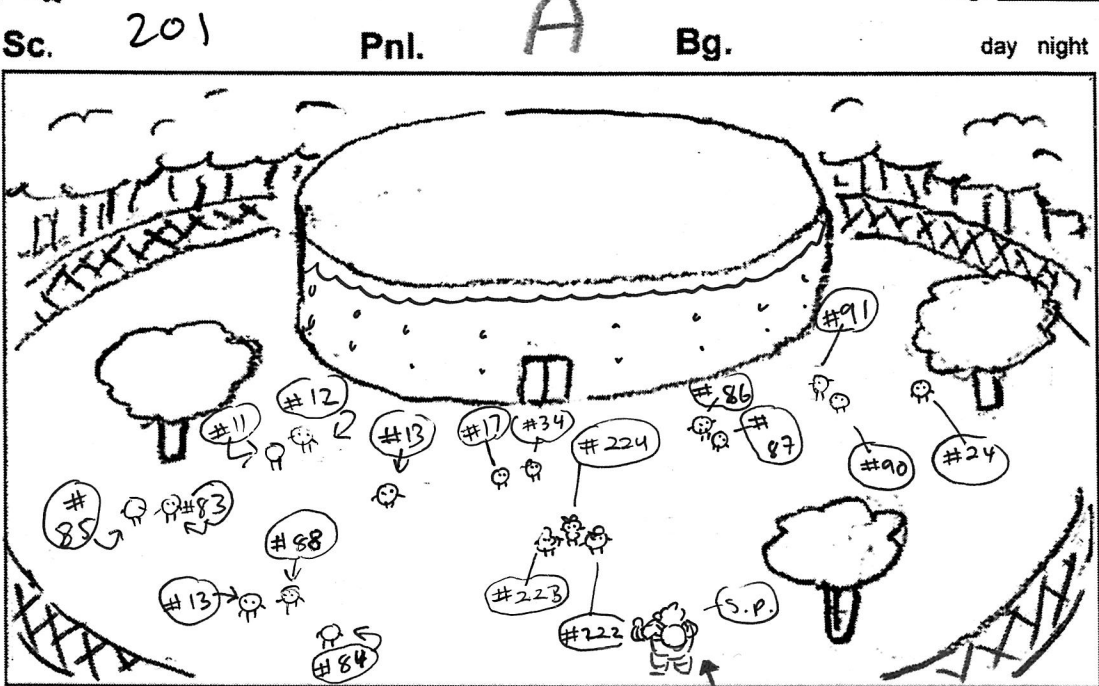
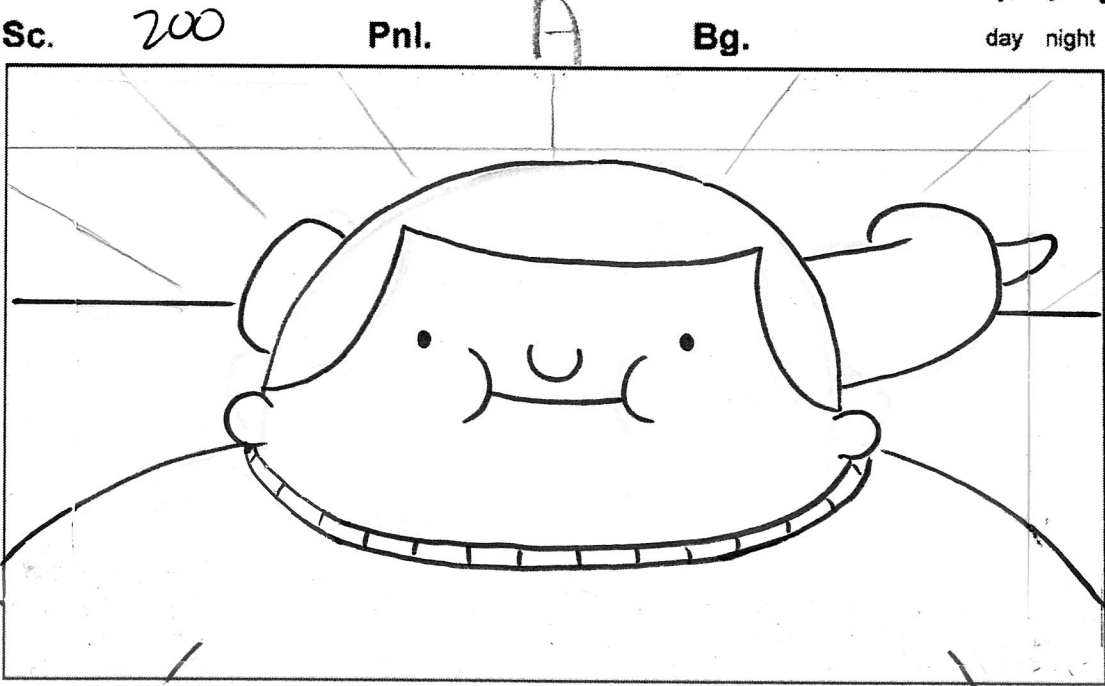


EPISODE # 1025-179

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ADVENTURE TIME



Dialog:

S.P.: MMM!

Action:

-SP LOOKS VERY HAPPY.

- EXT. SCHOOL

Timing:

DETAIL OF
SWEET P.



Production :

EPISODE #

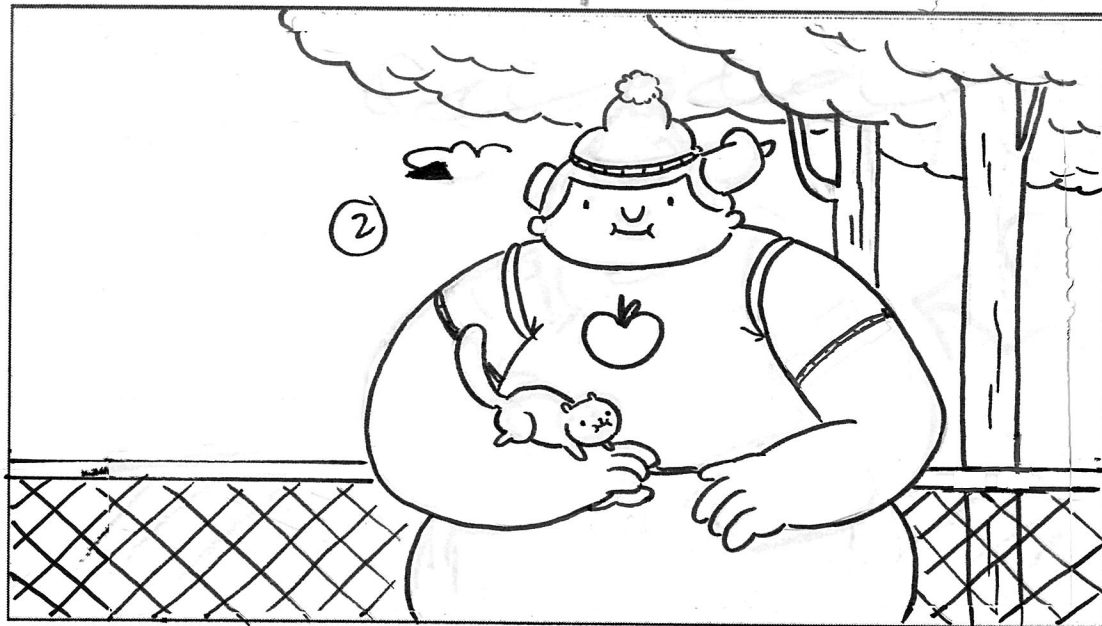
1025-179

ADVENTURE TIME

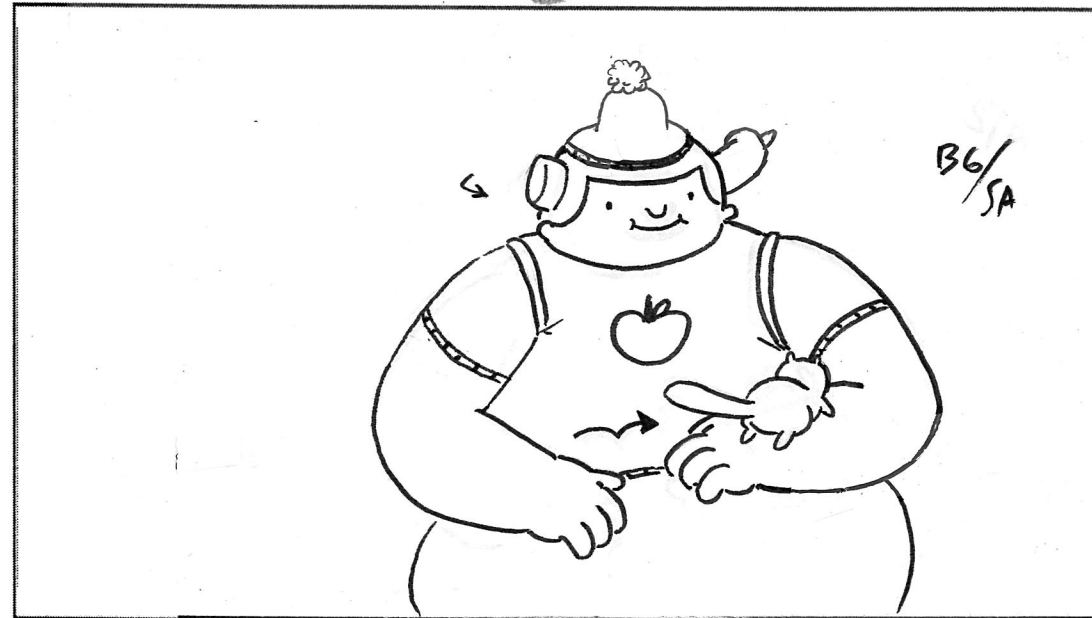


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Sc. 202 Pnl. A Bg. day night



Sc. 202 Pnl. B Bg. day night

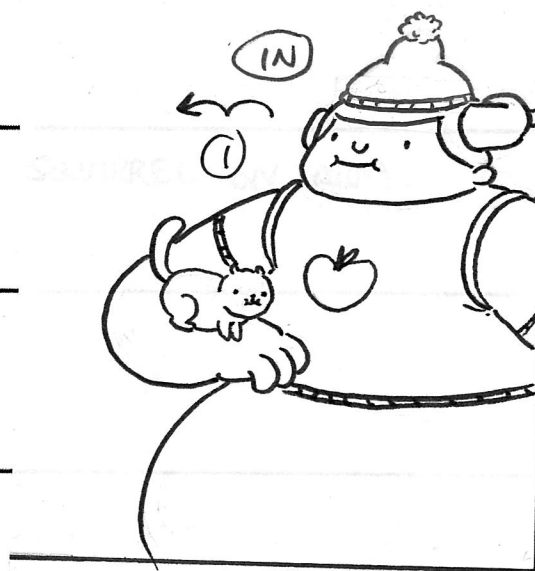


Dialog:

Action:

- SP WALKS ON/S W/ FAT
SQUIRREL ON ARM

Timing:



SFX: * CHITTERING *

- SQUIRREL RUNS TO OTHER ARM

Production :

EPISODE #

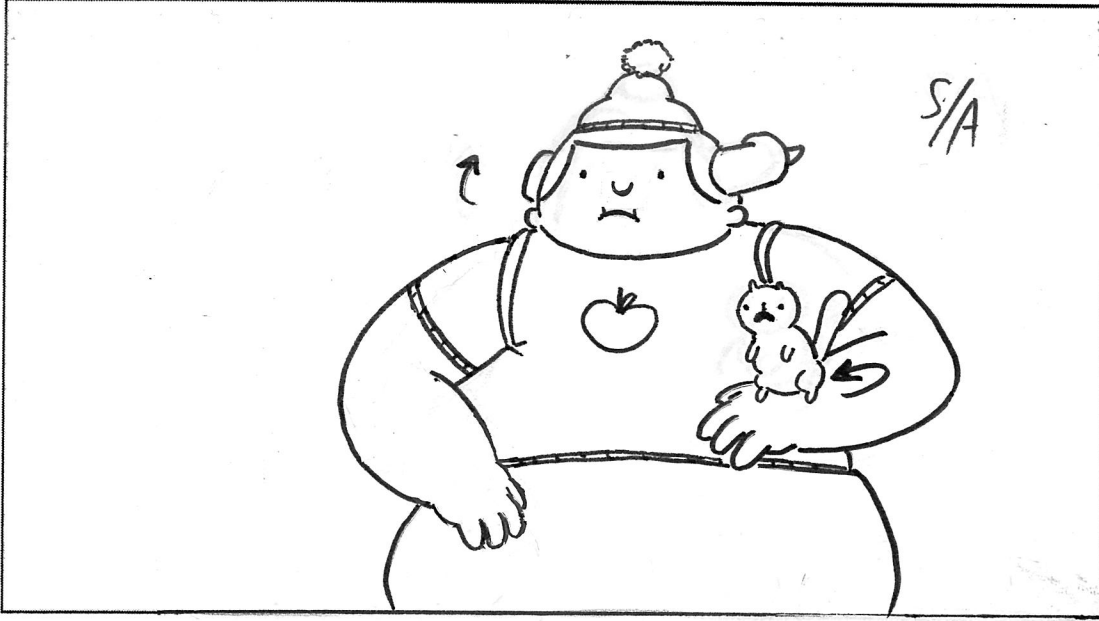
1025-179

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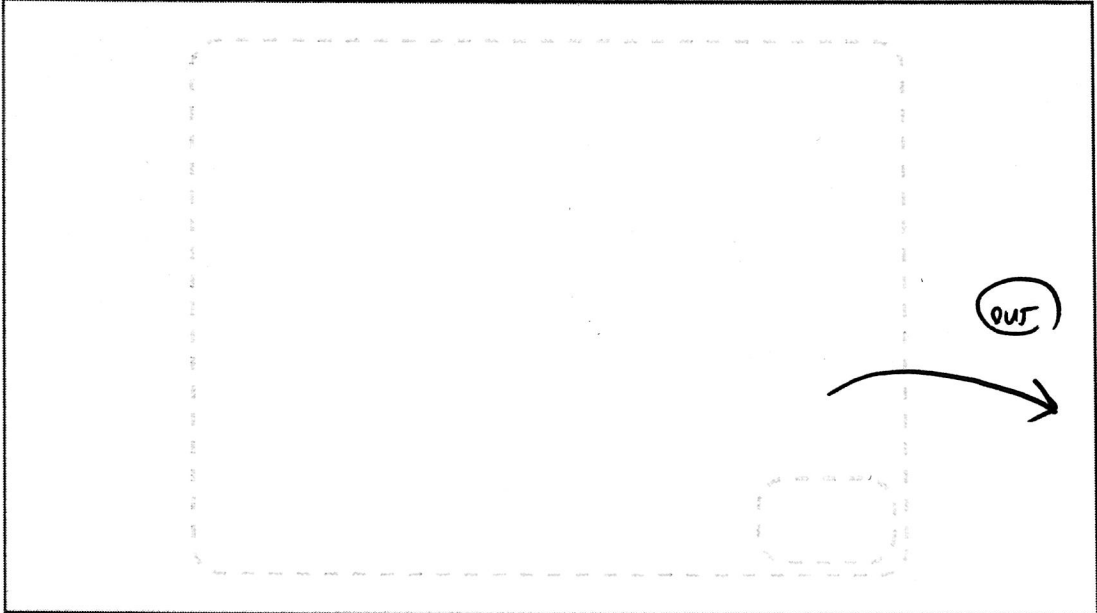
ADVENTURE TIME



Sc. 202 Pnl. C Bg. day night



Sc. 202 Pnl. D Bg. day night



Dialog:

KID#1:
HEY BABY
(OFFIS) MAN!

Action:

- SP + FAT SQUIRREL LOOK UP.

- SQUIRREL LEAPS
AWAY

Timing:

EPISODE #

Production :

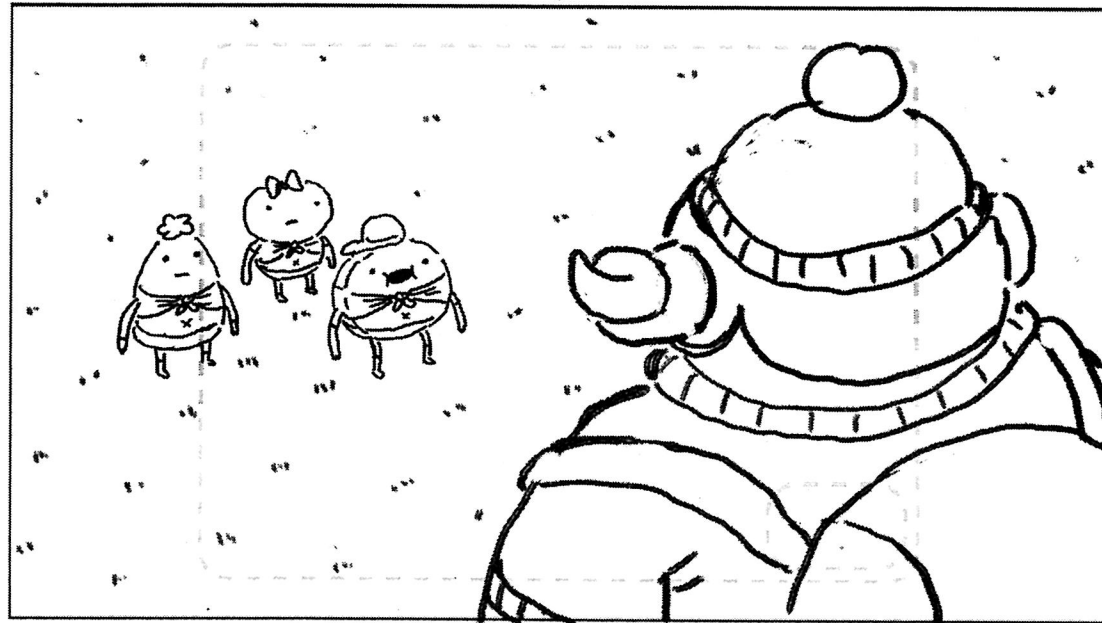
1025-179

ADVENTURE TIME

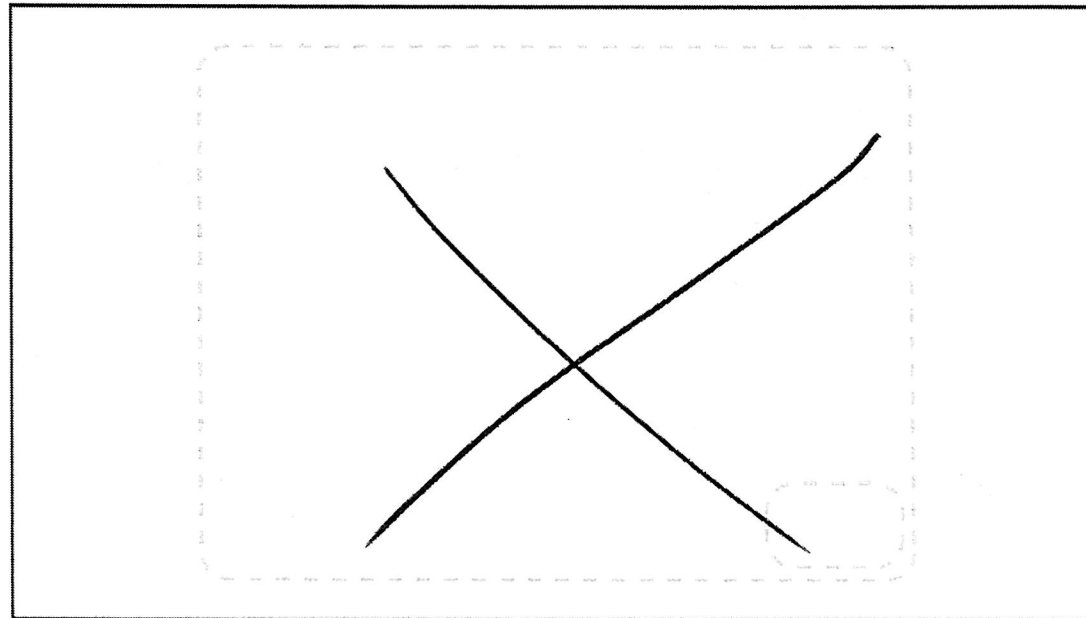


Page 234

Sc. 203 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: KID1: GUESS WHO WE ARE !

Action:

Timing:

1025-179

EPISODE #

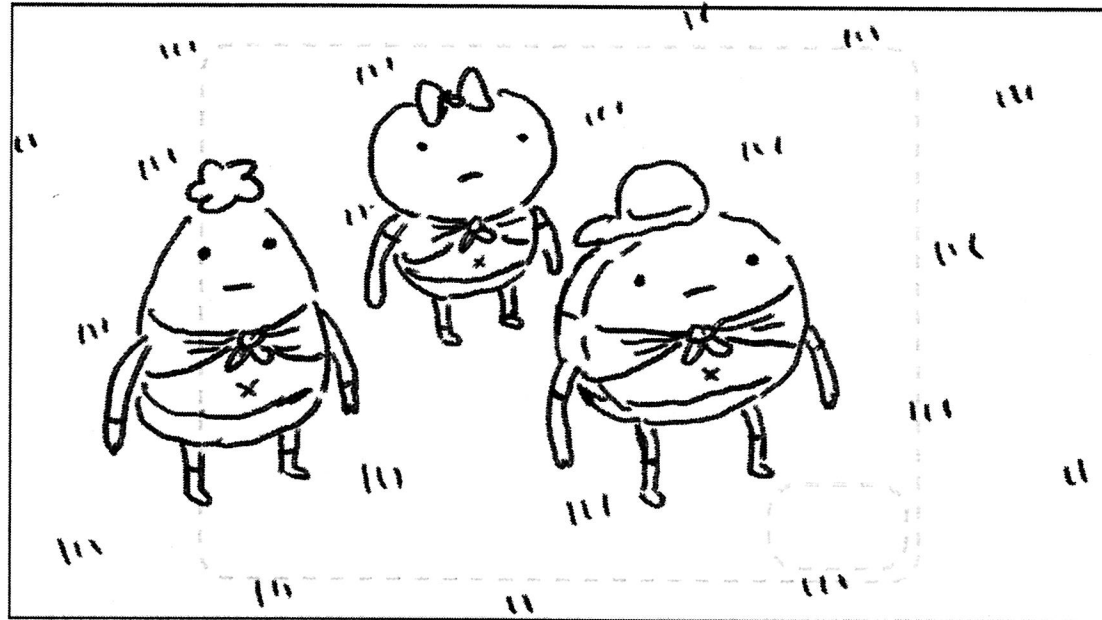
Production :

ADVENTURE TIME

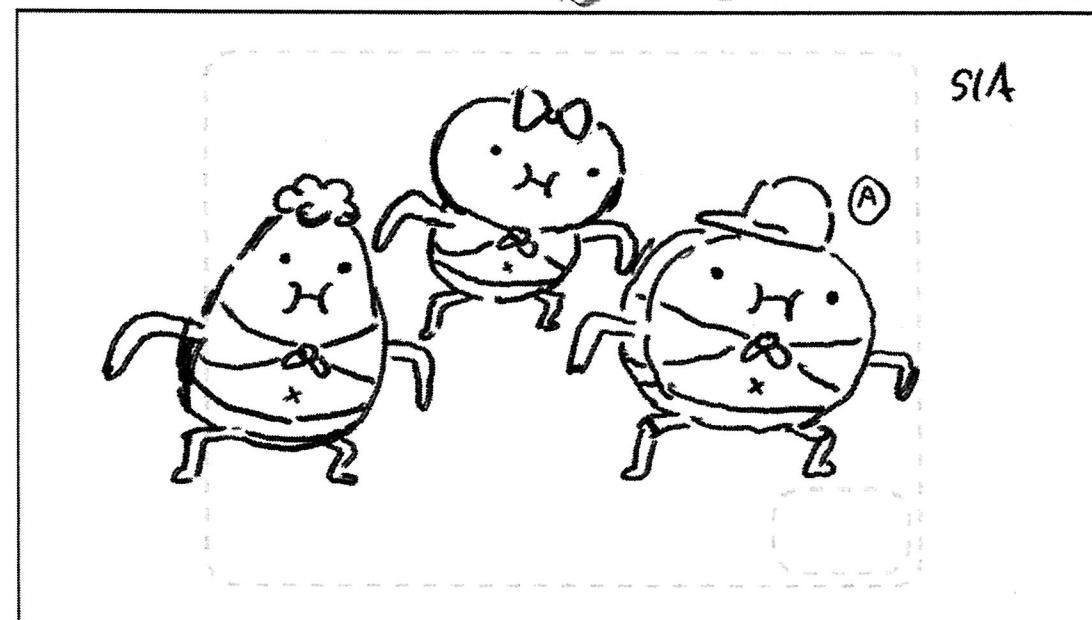


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Sc. 204 Pnl. A Bg. day night



Sc. 204 Pnl. B Bg. day night

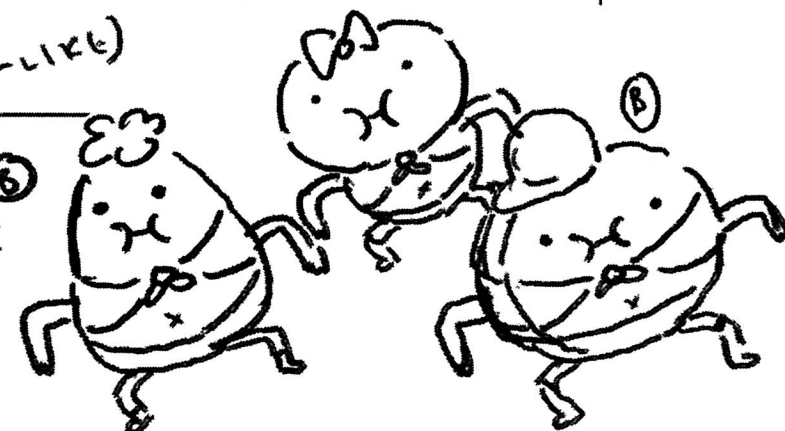


Dialog:

Action:

Timing:

- KIDS HOP SIDE TO
SIDE ON EACH FOOT
AS IF IMITATING
SP'S WALK (SORT OF GORILLA-LIKE)
A → 2X → B



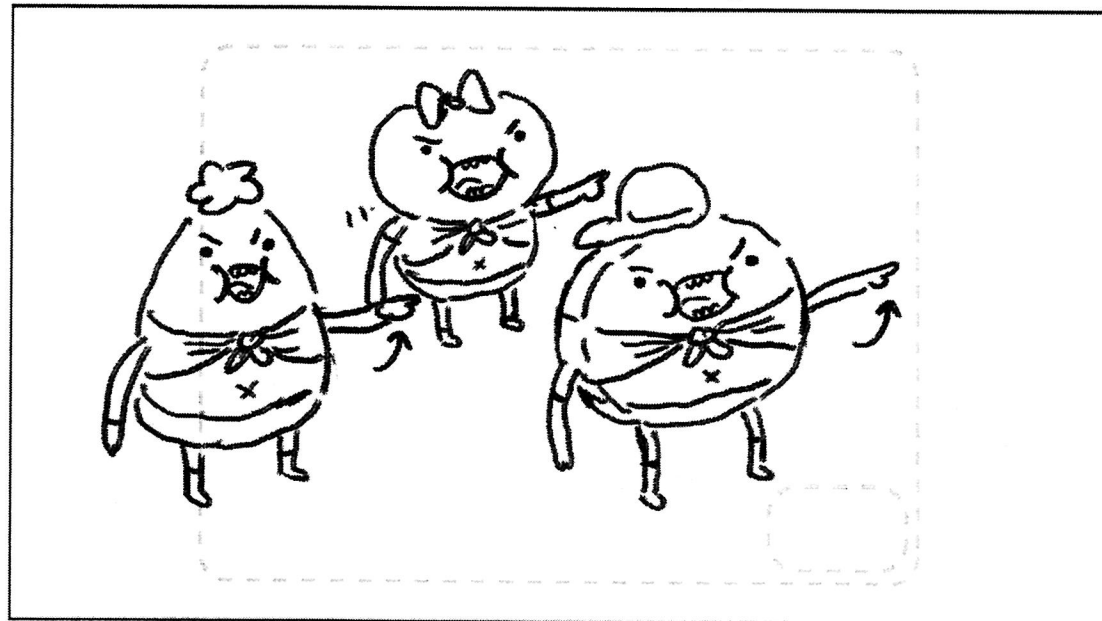
EPISODE # 1025-179

ADVENTURE TIME



Page 236

Sc. 204 Pnl. C Bg. day night



Sc. 205 Pnl. A Bg. day night



Dialog:

KIDS: HAH AHA HA (CARRY OVER TO
NEXT PAGE)

Action:

- C. KIDS PAINT AND LAUGH.

Timing:

Production :

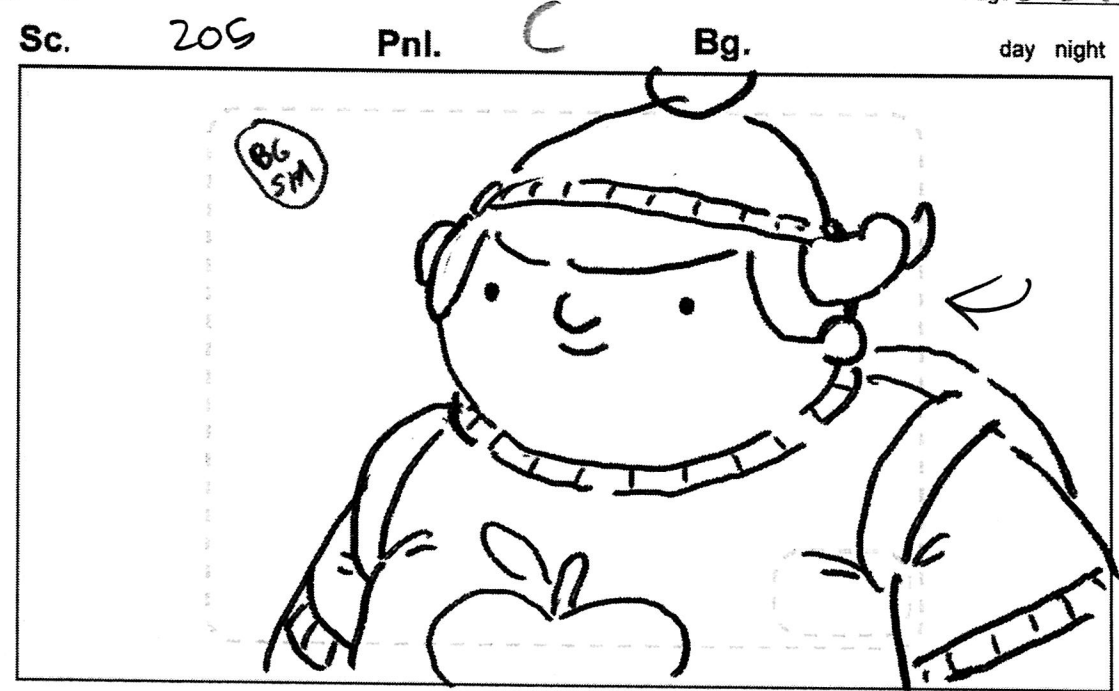
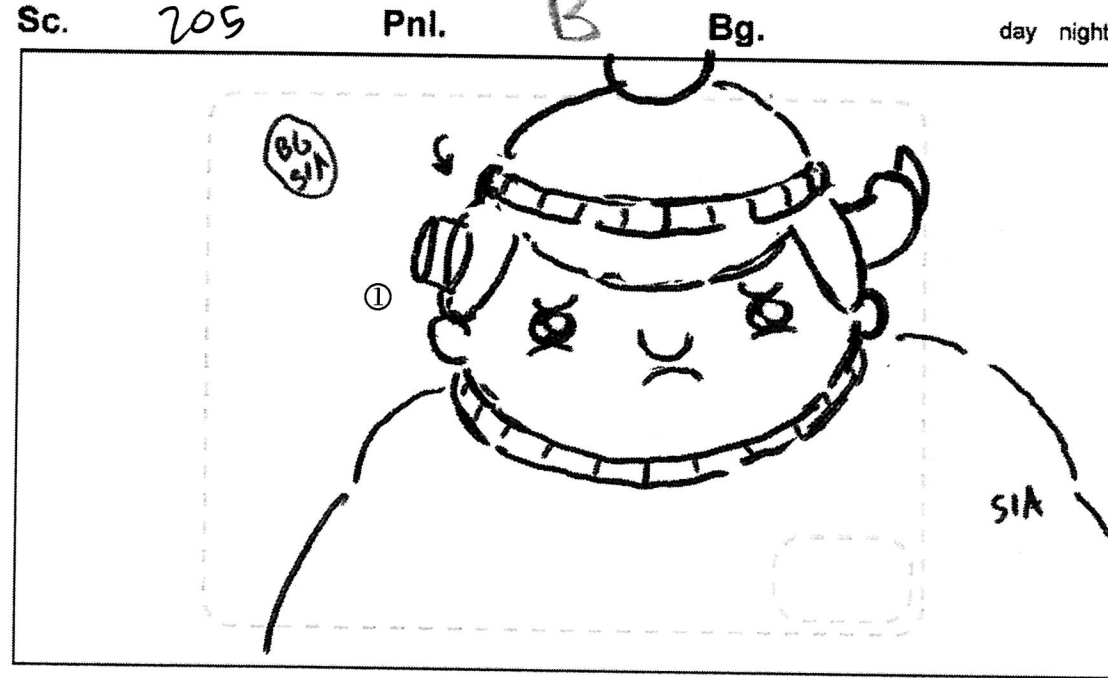
EPISODE #

1025-179

ADVENTURE TIME



Page 237



Dialog:

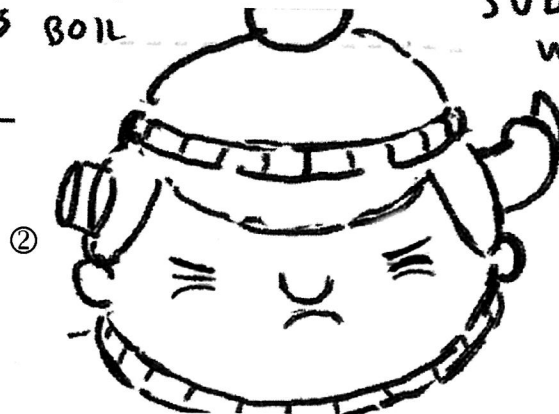
C. KIDS: [LAUGHTER WALLA CONTINUES]

Action:

- SP LOOKS LIKE HE'S GOING TO CRY FOR A BEAT, EYES BOIL

- SUDDENLY LOOKS BACK UP WITH A SMILE

Timing:

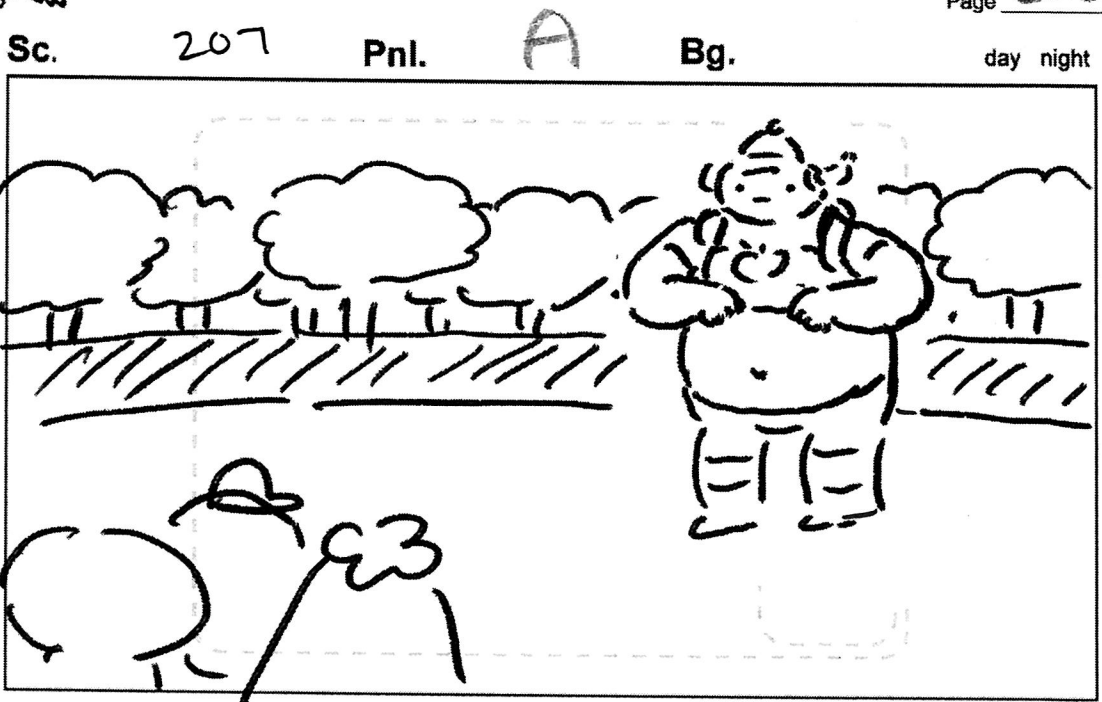
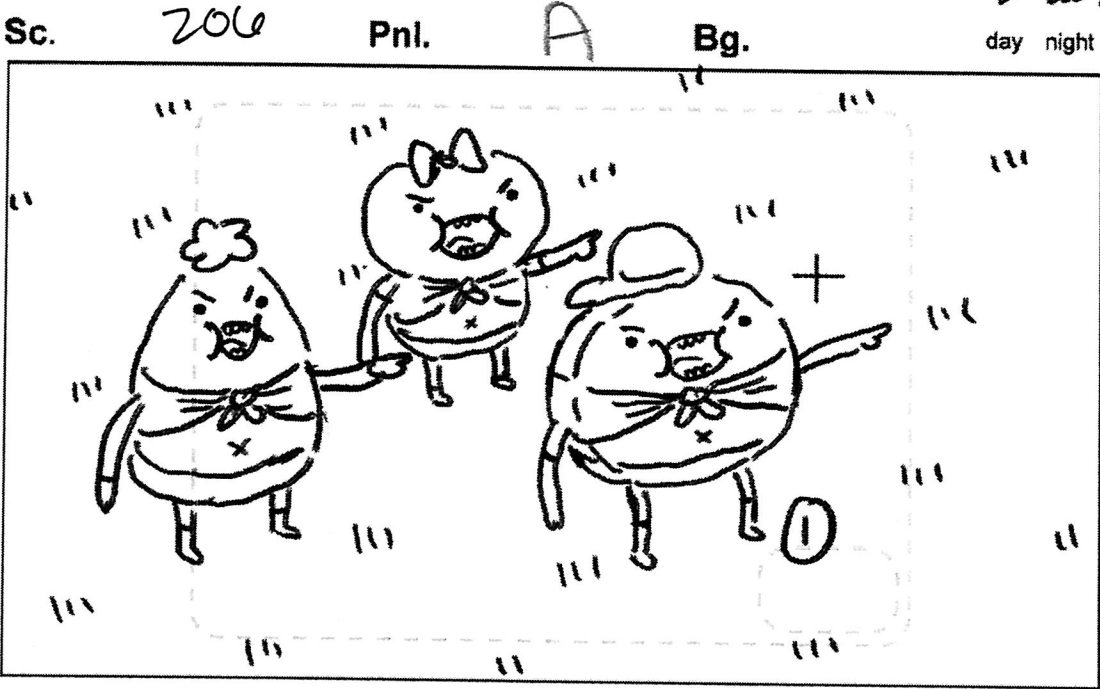


1025-179

EPISODE #

Production :

ADVENTURE TIME



Dialog:
C. KIDS: (STOP LAUGHING)

Action: - SP GRASPS THE BOTTOM OF HIS SHIRT



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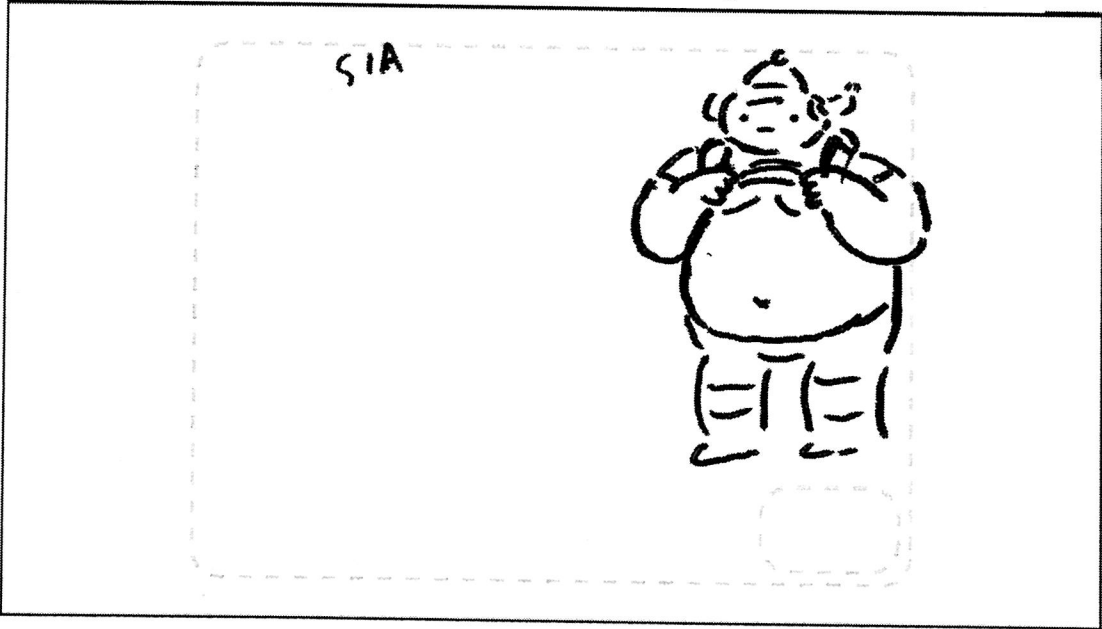
ADVENTURE TIME



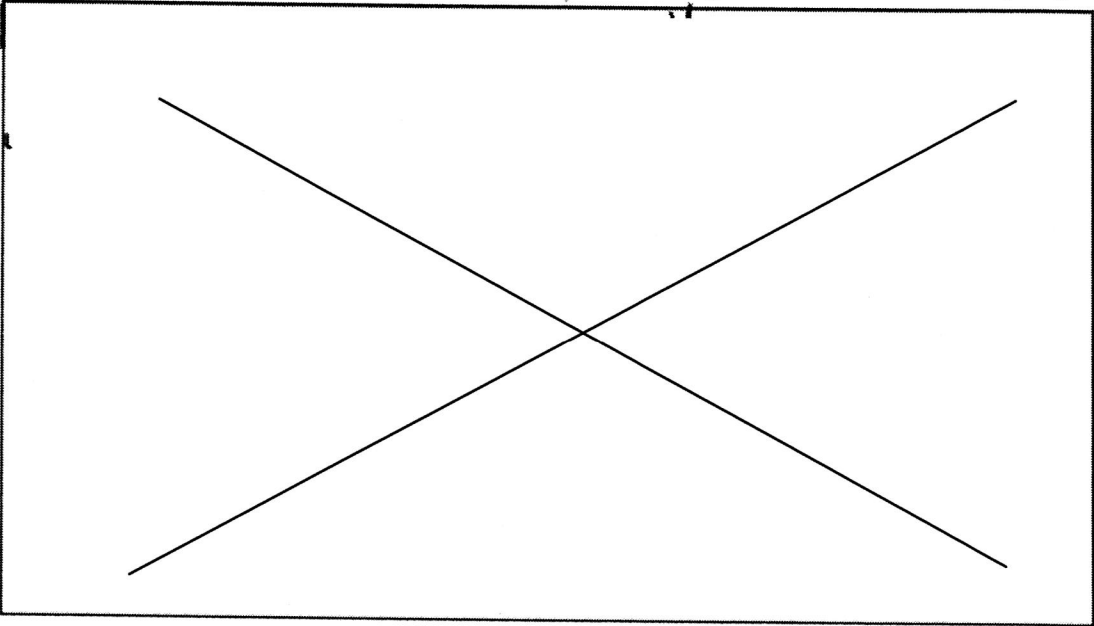
No scene 208

Page 239

Sc. 207 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - LIFTS IT
Timing:

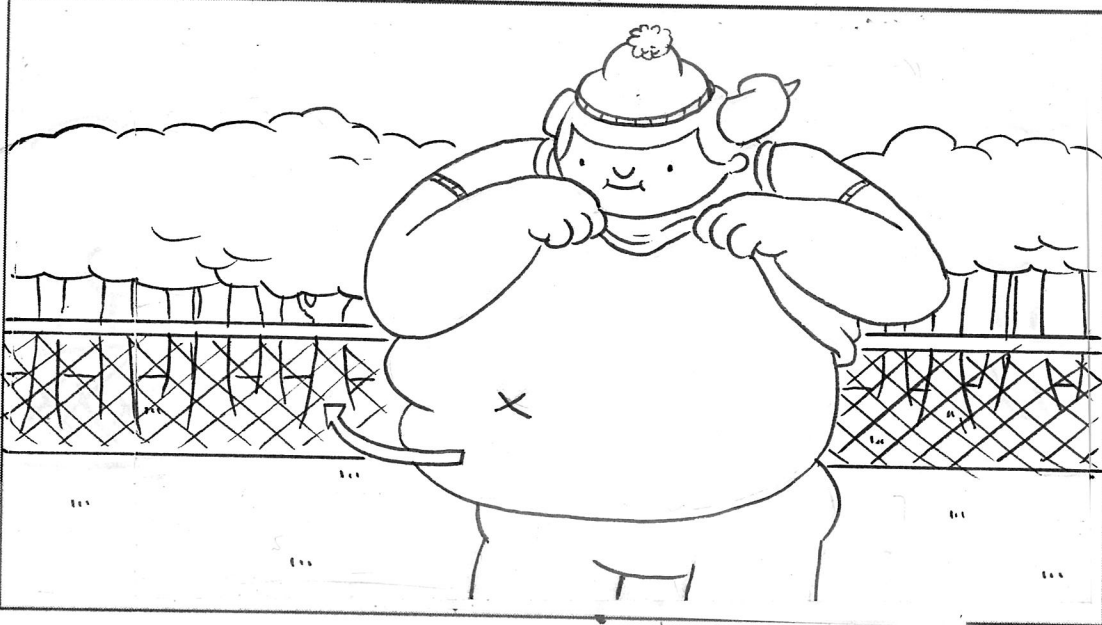
EPISODE # 1025-179
Production :

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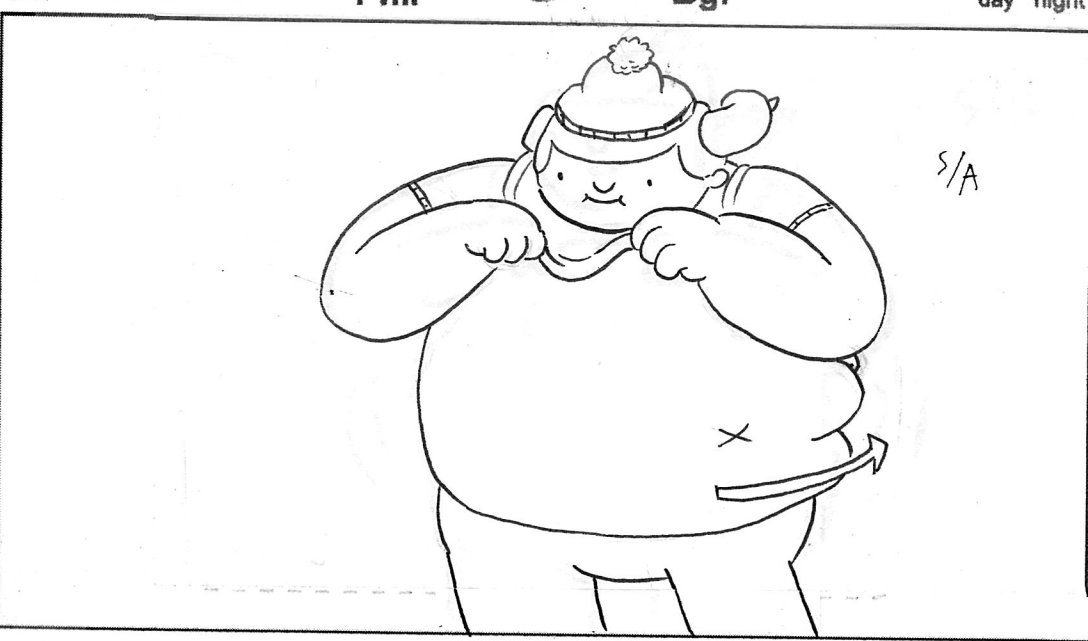
ADVENTURE TIME



Sc. 209 Pnl. A Bg. day night



Sc. 209 Pnl. B Bg. day night



Dialog:

SFX: * WOBBLING SFX *

Action: - SP BELLY DANCES

Timing:

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ADVENTURE TIME



next Pg. 243

Page 241

Sc. 210 Pnl. A Bg. day night

Sc. 210 Pnl. B Bg. day night

Dialog: C. KIDS : (START TO LAUGH)

C. KIDS : (LAUGHTER TURNS MANIC)

Action: - KIDS START TREMBLING

Timing:



EPISODE # 1025-179

Production :

ADVENTURE TIME



No Pg. 242

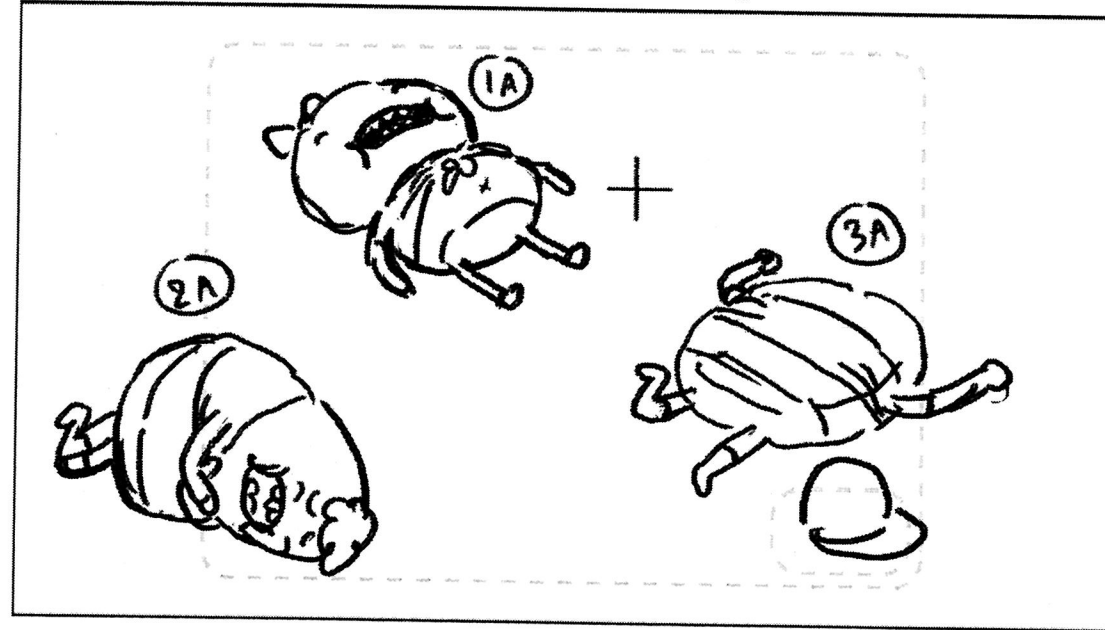
Page 243

Sc. 210

Pnl. C

Bg.

day night

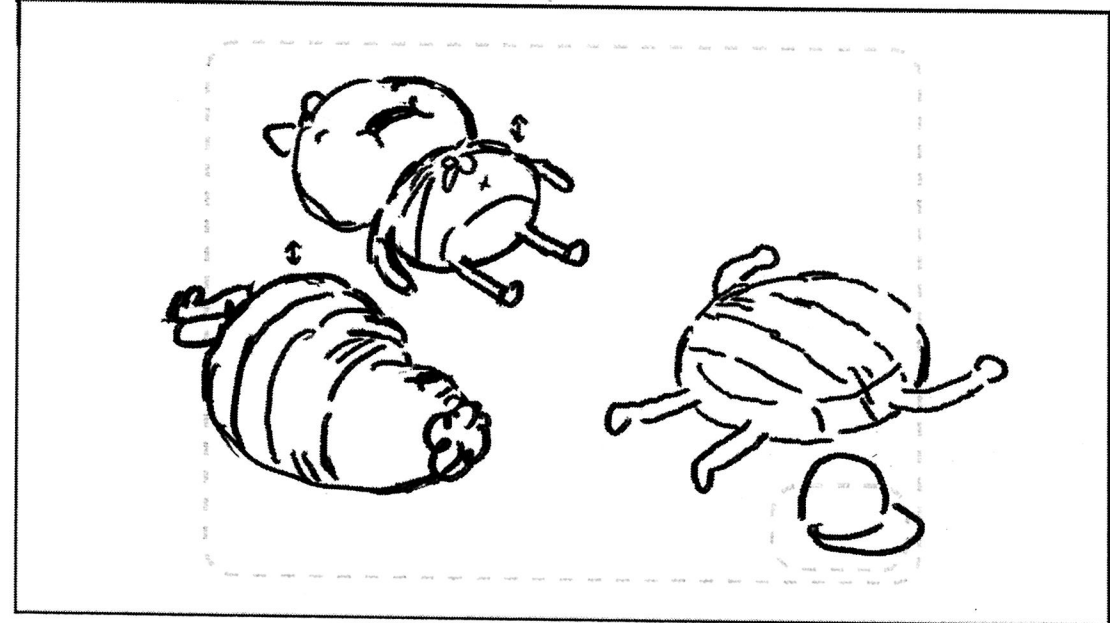


Sc. 210

Pnl. D

Bg.

day night



Dialog: C, KID 1/KID 2/KID 3: (LAUGHING GETS MORE HYSTERICAL)

KID 1/KID 2/KID 3: (LAUGHTER DIES DOWN, TURNS INTO HEAVY BREATHS
HUU - HUH, HUUV - HUH)

Action:

- KIDS STOP MOVING

Timing:



EPISODE #

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ADVENTURE TIME



Sc. 210 Pnl. D Bg. day night

Sc. Pnl. Bg. day night

Dialog: KID 1/KID 2/KID 3: H U U U U U U U U U .

Action:

Timing:

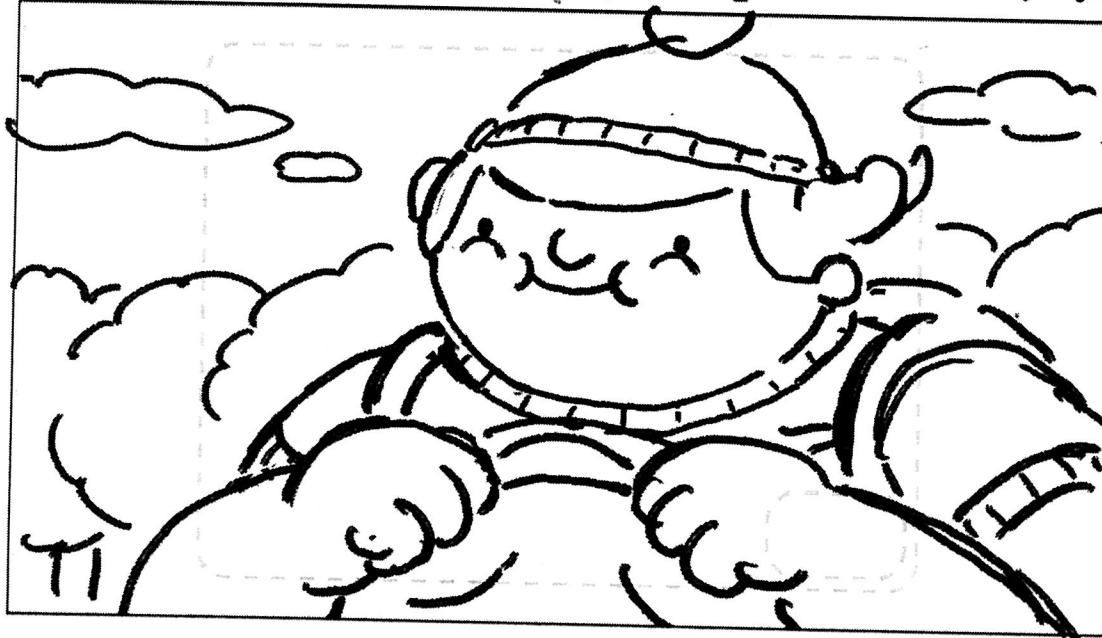
EPISODE # 1025-179

Production :

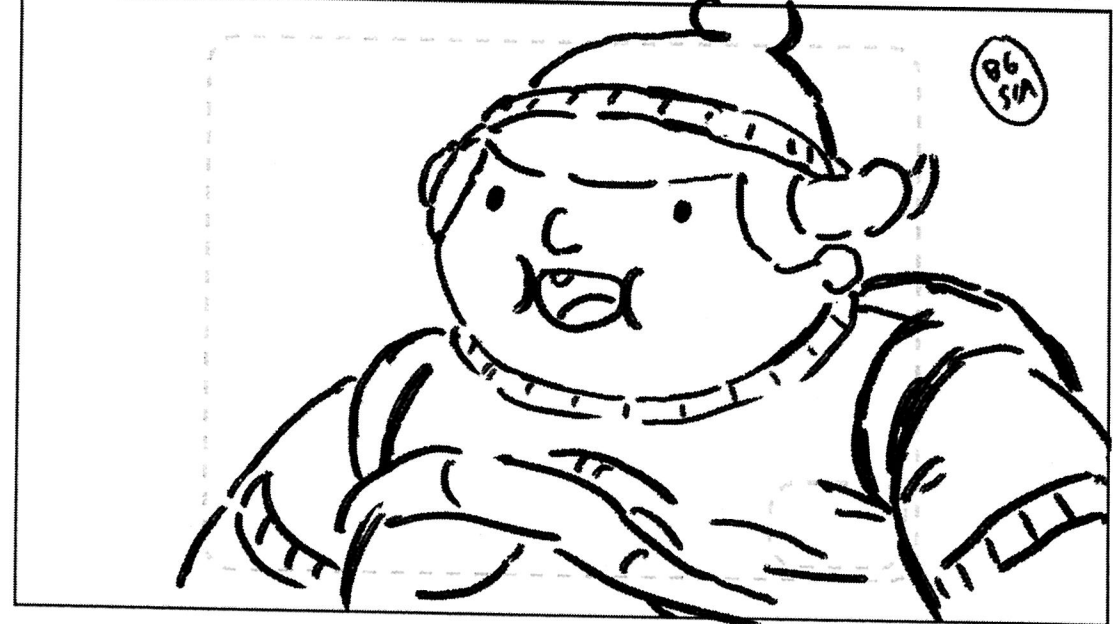
ADVENTURE TIME



Sc. 213 Pnl. A Bg. day night



Sc. 213 Pnl. B Bg. day night



Dialog:

SFX : * SCHOOL BELL *
 SP : (CRY OF DELIGHT)

Action:

- S.P. SMILES.

Timing:

EPISODE #

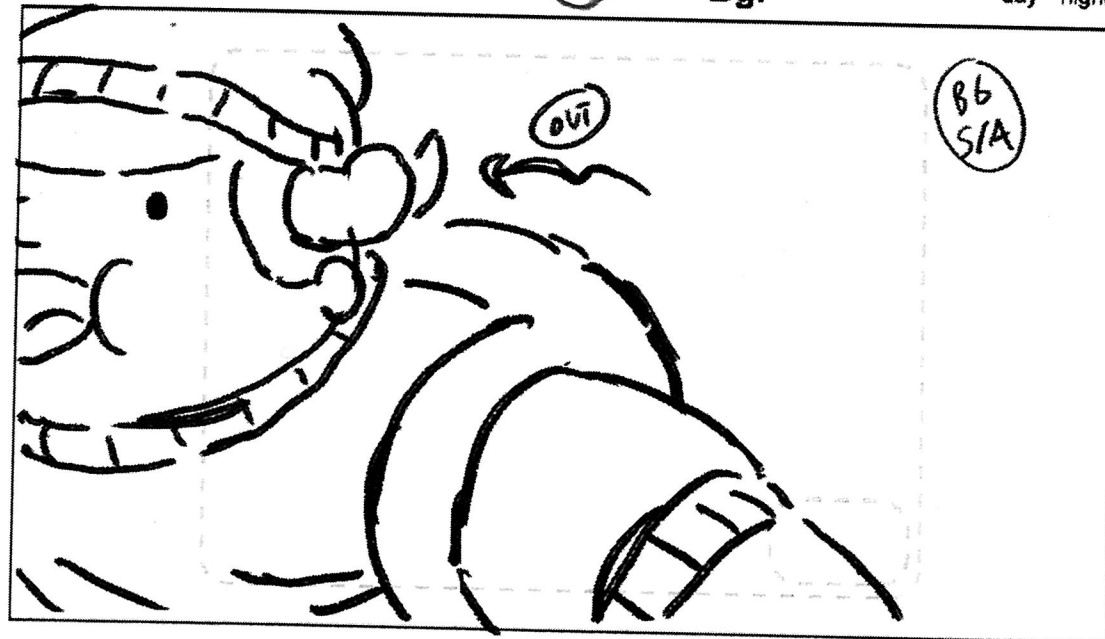
1025-179

Production :

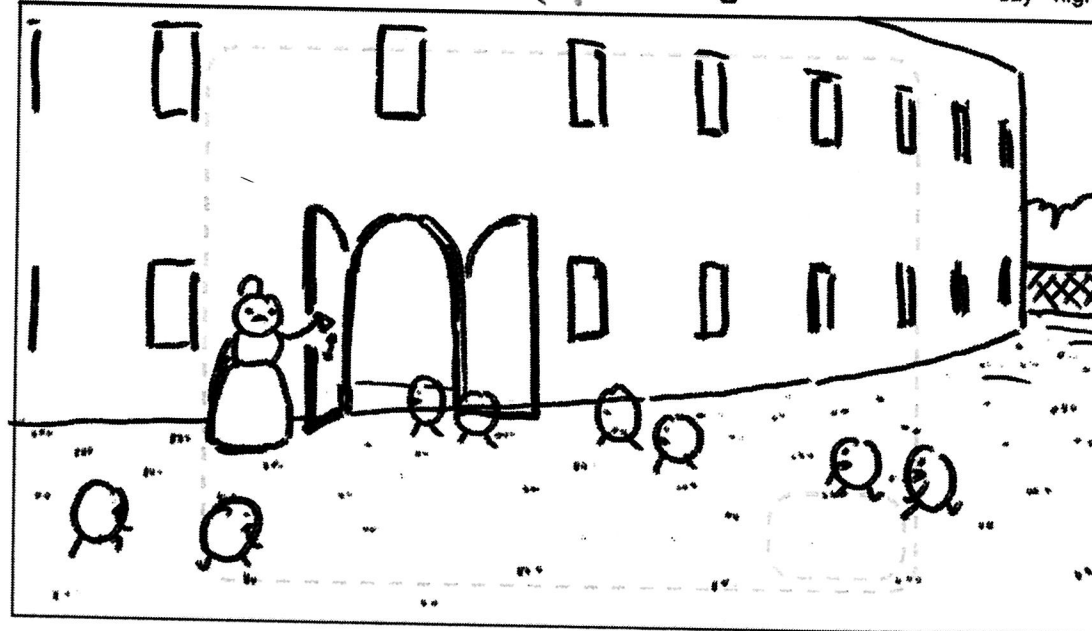
ADVENTURE TIME



Sc. 213 Pnl. C Bg. day night



Sc. 214 Pnl. A Bg. day night



Dialog:

SFX: * BELL RINGING *

Action:

- SP RUNS OFF/S

- TEACHER RINGS BELL.

Timing:

Production :

EPISODE #

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ADVENTURE TIME



Sc.

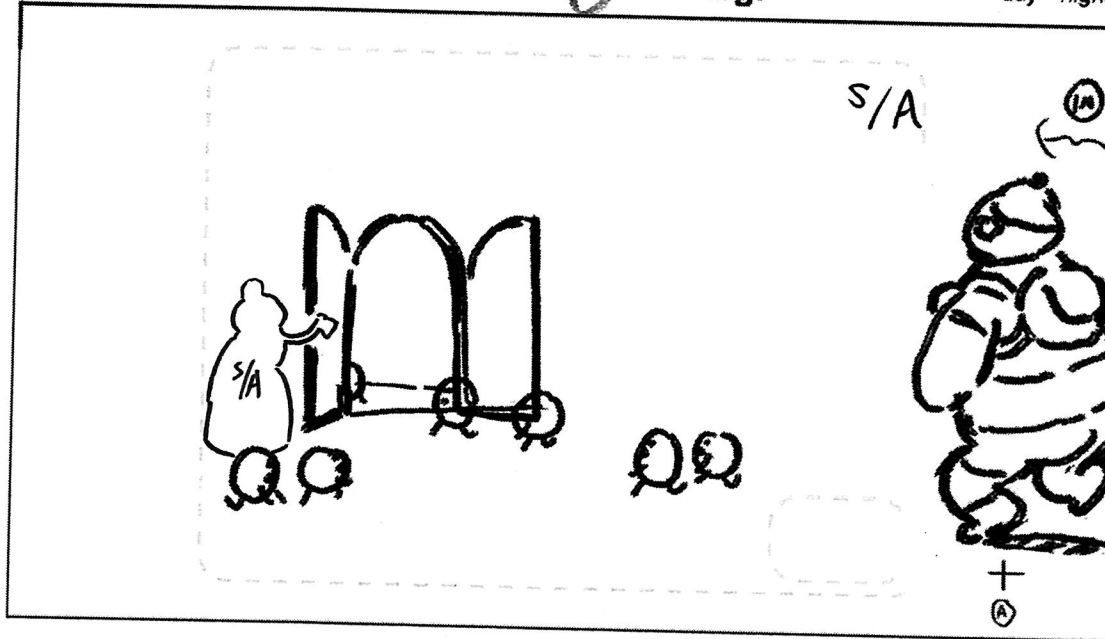
214

Pnl.

B

Bg.

day night



Sc.

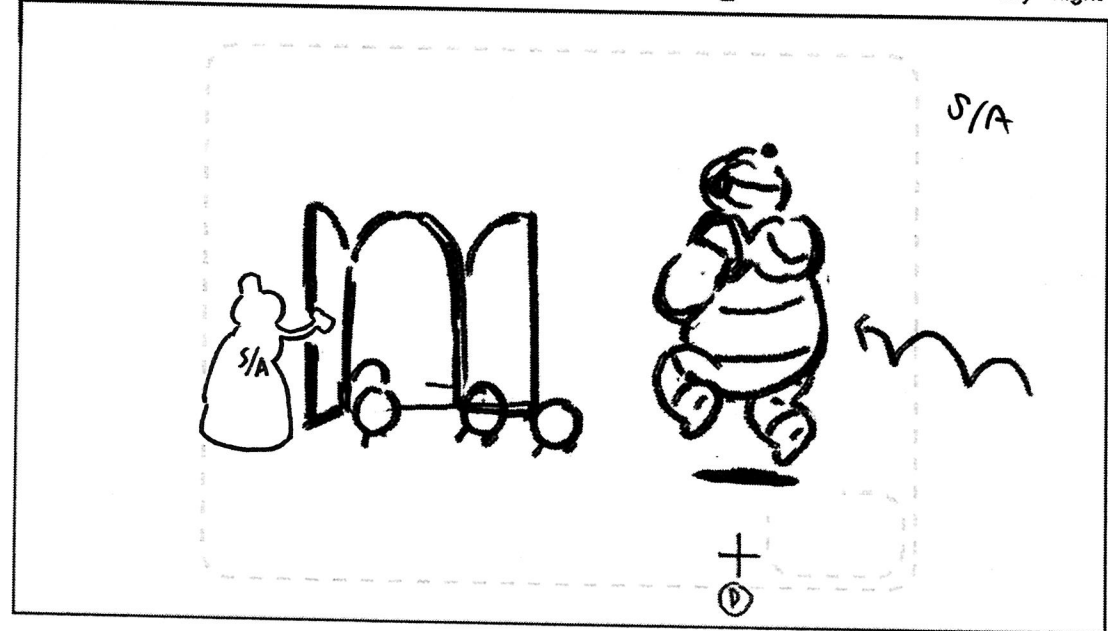
214

Pnl.

C

Bg.

day night



Dialog:

SP: [HUMMING TO HIMSELF]



Action:

- KIDS RUN INTO SCHOOL

- SP SKIPS ON/S (INBETWEEN POSES ON FOLLOWING PAGE)

Timing:

EPISODE #

1025-179

Production :

Page 247

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.



+
G



+
F



+
E



+
D



+
C



+
B



+
A

- skipping poses

ALIGN
TO



+ + + + + +
G F E D C B A

1025-179

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ADVENTURE TIME

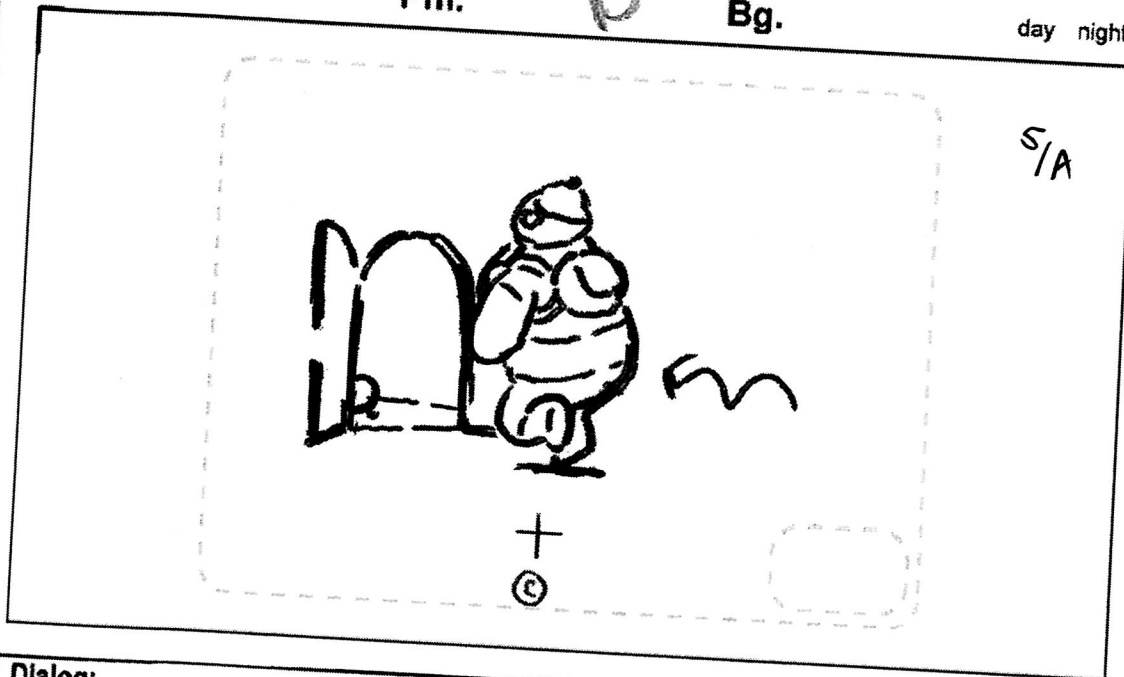


Sc. 214

Pnl. D

Bg.

day night



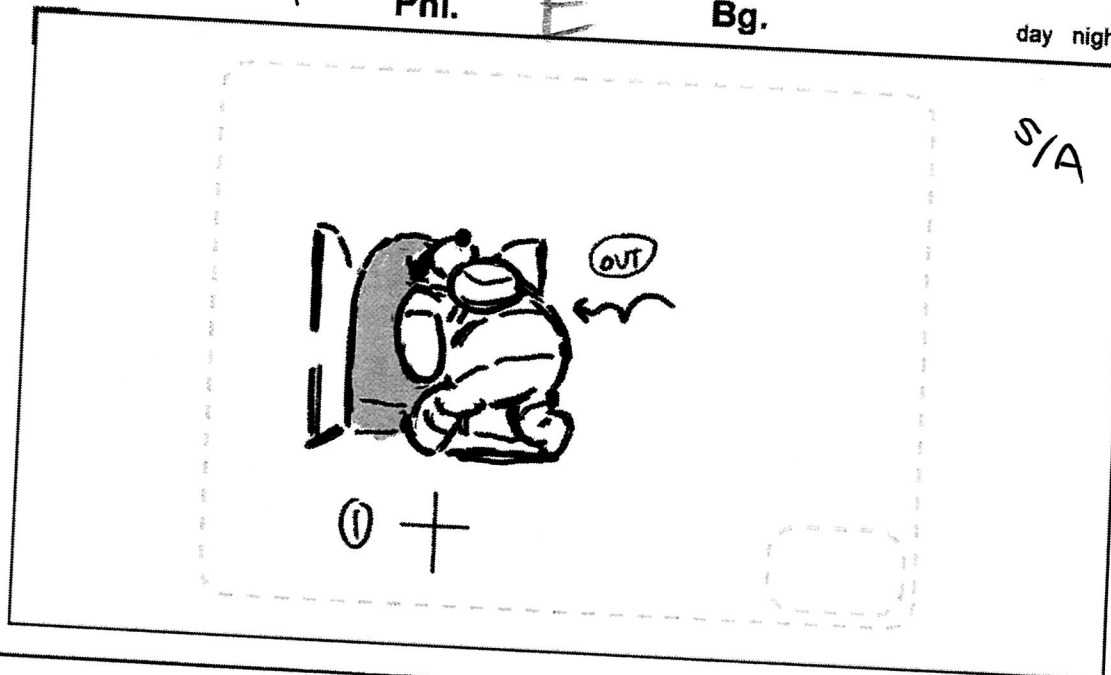
Sc. 214

Pnl. E

Bg.

Page 249

day night



- SP DUCKS INTO DOORWAY.

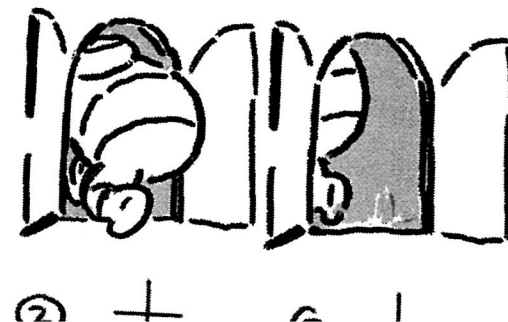
Dialog:

Action:

Timing:

EPISODE #

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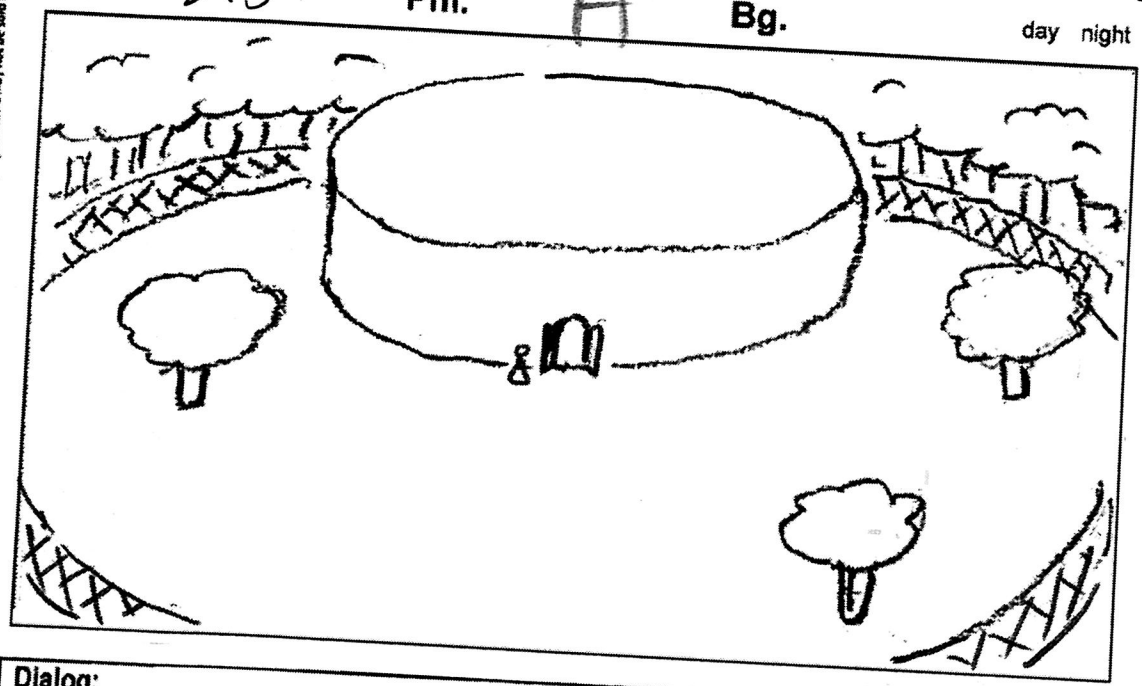
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ADVENTURE TIME



Sc. 215 Pnl. A Bg.

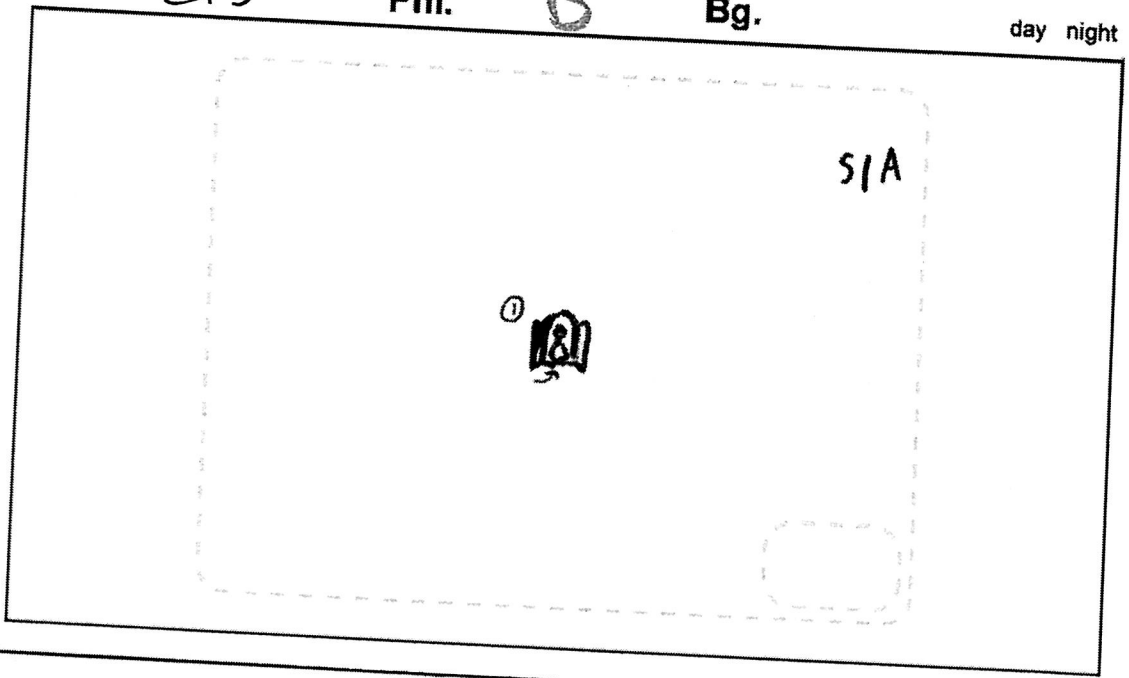
day night



Sc. 215 Pnl. B Bg.

Page 250

day night



Dialog:

Action:

Timing:

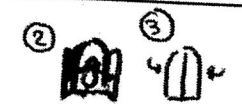
DETAIL:



SFX: * CHKK *

- TEACHERS GOES INSIDE, CLOSES SCHOOL DOORS.

END



EPISODE # 1025-179

Production :